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GO WORLD

Autumn 2001 NO. 93

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KISEIDO PUBLISHING COMPANY

Yoda defends the Meijin title



Yoda Norimoto takes the lead in the 26th Meijin title match by winning the fifth game, which was played in Yumura Hot Spring, Kofu City, on 17 and 18 October. Rin was doing well on the first day of the game, but on the second he suffered from a hallucination (with White 68) and let his opponent make a superb squeeze in a centre fight. That turned the game around.

Rin fought on and actually narrowed the gap, but he slipped up again in the endgame. He was then unable to survive the kadoban in the sixth game.

Here Takemiya Masaki, the satellite-TV commentator, joins in the game review.

Late News

Ryu becomes Kisei challenger

In the 26th Kisei play-off, held on 8 November, Ryu Shikun 7-dan defeated Cho Chikun, 25th Honinbo, and so will make his first challenge for the Kisei title. The first game will be played in London on 10 and 11 January 2002.

6th Samsung semifinals

The semifinals of this tournament, played from 6 to 8 November, followed the same pattern as the quarterfinals, with China and Korea sharing the honours. Cho Hun-hyeon of Korea defeated Ma Xiaochun of China 2-0 and Chang Hao of China scored a rare triumph against his nemesis, Yi Ch'ang-ho of Korea, defeating him 2-1. In the final, Cho will be bidding for his 10th international title, while Chang will be hoping to debut as a world champion.

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The cover: An oban print by Utamaro of children watching a peep show. The title of this print is *O-karakuri* (The Big Peep Show) and is from the series *Furyu Kodakara Awase* (A Gathering of Elegant Children). The children are looking at a peep show placed on top of a go board. This kind of show was popular at outdoor festivals that used bigger boxes than the one depicted here and with more windows. In this print Utamaro is imitating these elaborate outdoor shows and recreating it as an indoor amusement. The lattice over the box is a skylight which illuminates the pictures inside the box.

Go World is published by Kiseido Publishing Company, CPO Box 1140, Tokyo, Japan.

Visit Kiseido's web site at: <http://www.kiseido.com>

North American subscribers, order from:

Kiseido, 2255 — 29th St., Suite 4, Santa Monica, CA 90405; Tel: 1-800-988-6463; FAX: 1-310-578-7381; e-mail: sales@kiseido.com
Price: US\$28 per year; single copy: US\$8

Editor: Richard Bozulich

European subscribers, order from:

Schaak en Gowinkel het Paard
Haarlemmerdijk 147
1013 KH Amsterdam, Holland
Tel: +31-20-624-1171; FAX: +31-20-627-0885
Price: f14 (Dutch guilders) per issue

Play go on the Internet on the Kiseido Go Server: <http://kgs.kiseido.com/>

GO WORLD (ISSN 0286-0376) is published quarterly for \$28.00 per year by Kiseido, 2255 — 29th St., Suite 4, Santa Monica, CA 90405. Periodical postage paid at Santa Monica, CA. POSTMASTER: Send change of address orders to GO WORLD, c/o Kiseido, 2255—29th St., Suite 4, Santa Monica, CA 90405. Printed in Japan.

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Go World News

August~October 2001

by John Power



Riding the crest of a wave: Cho Hun-hyeon (right) defeats his compatriot Ch'oe Myeong-hun in the final of the Fujitsu Cup to take his fourth international title in less than a year and a half.

International

Cho Hun-hyeon wins 14th Fujitsu Cup

Cho Hun-hyeon 9-dan has become the first player to win the Fujitsu Cup three times. In an all-Korean final, played at the Nihon Ki-in on 4 August, he defeated Ch'oe Myeong-hun 8-dan, forcing him to resign after 186 moves. This was Cho's second successive victory in the Fujitsu Cup and his fourth international title in 16 months. At the age of 48, he is enjoying a renaissance in his go career and recently has taken Yi Ch'ang-ho's place as the dominant figure on the international scene; ironically, at the time he held only one Korean title.

In the play-off for third place, Rin Kaiho 9-dan of Japan defeated Zhou Junxun 9-dan of Taiwan and so secured a personal seed for the 15th Cup.

Fujitsu Cup prizes
1st: ¥20,000,000
2nd: ¥7,000,000
3rd: ¥4,000,000
4th: ¥2,000,000

Most world championships won

15: Yi Ch'ang-ho
9: Cho Hun-hyeon
6: Takemiya Masaki
5: Yu Ch'ang-hyeok
4: Yoda Norimoto
2: Otake Hideo, Ma Xiaochun, Yu Bin, O Rissei

6th Samsung Cup: China vs. Korea

With all the players from other countries having been eliminated in the opening two

rounds, the quarterfinals of the 6th Samsung Cup turned into a contest between China and Korea. The Koreans outnumbered the Chinese six to two (although one Korean representative was a Chinese), but both Chinese representatives got through to the semifinals, so China can be satisfied with a good day's work. The question now is whether they will be able to put an end to a Korean monopoly that has continued for the last seven international tournaments.

Detailed results are given below, but we would like to draw attention to the success of the 17-year-old Pak Cheong-sang 2-dan in reaching the quarterfinals. His win over O Meien Honinbo clearly had a big impact on the latter — see the interview with him in this issue. Another notable game was the one between Cho Chikun and Rui Naiwei in the first round. Rui took revenge for her loss to Cho in this year's Fujitsu Cup; unfortunately, she was eliminated in the quarterfinals. Although she now has more opportunities to play in international tournaments, she still hasn't equalled her success in reaching the semifinals of the 2nd Ing Cup.

Round 1 (Seoul, 29 August)

Pak Cheong-sang 2-dan (Korea) (B) defeated O Meien 9-dan (Japan) by resignation; Rui Naiwei 9-dan (Korea) (W) d. Cho Chikun (Japan) by resig.; Yi Ch'ang-ho 9-dan (Korea) (B) d. Hikosaka Naoto 9-dan (Japan) by resig.; Yamada Kimio 8-dan (Japan) d. Ch'oe Kyu-pyeong 9-dan (Korea) by 3½ points; Cho Hun-hyeon 9-dan (Korea) (W) d. Ryu Shikun 7-dan (Japan) by resig.; An Tal-hun 4-dan (Korea) (B) d. Takao Shinji 7-dan (Japan) by resig.; Yu Ch'ang-hyeok 9-dan (W) d. Kono Rin 6-dan (Japan) by resig.; Han Zenki 5-dan (Japan) (B) d. Seo Pong-su 9-dan (Korea) by resig.; Ma Xiaochun 9-dan (China) (B) d. Yang Chae-ho 9-dan (Korea) by resig.; Yi Se-tol 3-dan (Korea) (W) d. Yu Bin 9-dan (China) by 14½; Chang Hao 9-dan (China) (B) d. Song T'ae-kon 2-dan (Korea) by resig.; Liu Jing 8-dan (China) (B) d. An Cho-yeong 6-dan (Korea) by 4½; Wang Lei 8-dan (China) (B) d. Yi Sang-hun 3-dan (Korea) by resig.; Wang Yuhui 7-dan (China) (B) d. Pak Seung-hyeon 2-dan (Korea) by resig.; Gu Li 5-dan (China) (W) d. Mok Chin-seok 5-dan (Korea) by resig.; Cho Han-seung 4-dan (Korea) (B) d. Wang Yao 4-dan (China) by resig.

Round 2 (Seoul, 31 August)

Ma (China) (W) d. Yu (Korea); Chang Hao (China) (W) d. Cho 4-dan (Korea); Yi Ch'ang-ho (Korea) (W) d. Wang Lei (China); Cho Hun-hyeon (Korea) (W) d. Han (Japan); Rui Naiwei (Korea) (B) d. Yamada (Japan); An (Korea) (B) d. Liu Jing (China) by ½; Yi Se-tol (Korea) (B) d. Wang Yuhui (China); Pak 2-dan (Korea) (W) d. Gu Li (China).

Quarterfinals (Korea, 10 October)

Yi Ch'ang-ho (Korea) (W) d. Yi Se-tol (Korea) by resig.; Chang Hao (China) (B) d. Rui Naiwei 9-dan (Korea) by 29½; Ma (China) (B) d. Pak by resig.; Cho (Korea) (B) d. An (Korea) by resig.

Semifinal pairings

Chang Hao vs. Yi; Ma vs. Cho Hun-hyeon.

3rd Nong Shim Spicy Noodles Cup: China and Korea make a good start

The first stage of this team tournament was held in Beijing in mid-October. Of the four games played in this stage, China and Korea won two each, which means that Japan made a bad start. In particular, the elimination of Kobayashi Koichi, expected to be a major point-getter, without a win was painful. He was making his first appearance for the Japanese team but fell victim to the 16-year-old Ch'oe Ch'eol-han 3-dan of Korea. Ch'oe starred for Korea in the 2nd Cup, winning three games, and this time he made another valuable contribution to his team.

The Beijing round

Game 1 (15 Oct.). Shao Weigang 9-dan (China) (B) beat Awaji Shuzo 9-dan (Japan) by 8½ points.

Game 2 (16 Oct.). Ch'oe Ch'eol-han 3-dan (Korea) (B) beat Shao by resig.

Game 3 (17 Oct.). Ch'oe (B) beat Kobayashi Koichi 9-dan (Japan) by ½ point.

Game 4 (18 Oct.) Luo Xihe 8-dan (China) (W) beat Ch'oe by resig.

Remaining players

Japan) Kato Masao, Nakano Hironari, Yamashita Keigo

China) Luo, Yu Bin, Chang Hao, Zhou Heyang

Korea) Cho Hun-hyeon, Yi Ch'ang-ho,

Ch'oe Kyu-peong, Yu Ch'ang-hyeok

The second round will be played in Seoul in late November–early December and the final round in Shanghai in February 2002.

6th LG Cup: all-Korean semifinals

The quarterfinals of this tournament were held on Cheju Island, Korea, on 26 October and were yet another triumph for Korea. The winner is already guaranteed to be a Korean player, as no other players are left. The two Yis are not matched against each other in the semifinals, so the chances are still good that, as we mentioned in GW92 (where the results of the first two rounds are given), there will be another all-Yi final.

Quarterfinal results:

Yi Ch'ang-ho 9-dan (Korea) (W) beat Luo Xihe 8-dan (China) by resig.

Yi Se-tol 3-dan (Korea) (B) beat Mok Chin-seok 5-dan (Korea) by resig.

Yu Ch'ang-hyeok 9-dan (Korea) (B) beat Zhou Heyang 8-dan (China) by ½ point.

Cho Hun-hyeon 9-dan (Korea) (W) beat Yamashita Keigo 7-dan (Japan) by resig.

Semifinal pairings are: Cho vs. Yi Ch'ang-ho and Yu vs. Yi Se-tol.

World's biggest go festival held in China

The world's largest-scale go festival, the 1st Guiyang International Go Cultural Festival, was held in the city of Guiyang, the capital of Guizhou Province in southwest China, from 10 to 14 August. The festival included two international tournaments: the 1st Guiyang Cup World Women's Go Championship and the Tournament to Decide the Number One Player from China, Japan, and Korea. The festival was jointly sponsored by Guiyang City and the Chinese government at an estimated cost of two million dollars.

The festival got off to a start with an opening ceremony on an epic scale that dwarfed any previous go event: thousands of participants and 100,000 spectators. One of the themes of the festival was the traditional phrase of 'music, go, calligraphy, and painting', which defines go as one of the arts.

There were 100 young women playing zithers, children writing calligraphy, and 4002 people playing go throughout the ceremony. 2001 go boards were laid out in a design spelling out '2001 China, Guiyang' in Chinese. (We don't know how painting was represented.) Also featured were popular singers, rock bands, opera singers, ethnic dancers, and so on. It was more like the Opening Ceremony of the Olympics than anything previously seen at a go event; its magnificent scale surely demonstrates that the game has a great future in China, especially in Guizhou.

The two featured tournaments were held at the Guiyang Ki-in, which was opened last year in an imposing white building. Fittingly, both were won by players from the host country. One player each from Japan, China and Korea was invited to compete in the tournament to decide the number one player. They were Ma Xiaochun, who won both his games, Yoda Norimoto of Japan, who scored 1–1, and Cho Hun-hyeon of Korea, who scored 0–2, one of his rare failures in international competition.

The women's tournament had 16 participants, including players from the US (Janice Kim) and Europe (Diana Koszegi of Hungary and Svetlana Chikchina of Russia). The winner was Xu Ying 3-dan, who defeated the 16-year-old Yi Min-chin 2-dan of Korea by half a point in the final.

China scores first victory in title play-off

The 5th China–Korea Tianyuan/Chunweon play-off was held in Shanghai in August. The Chinese representative, for the fifth time in a row, was Chang Hao 9-dan. So far he had lost every play-off to his nemesis, Yi Ch'ang-ho. However, this year the Korean representative was the younger Yi, Se-tol (age 18), and Chang took the opportunity to score his first victory, winning 2–0 (the games were played on the 20th and the 22nd).

China wins New Star play-off

This is an annual play-off between the winners of the Korean BC Card Cup (the New King) and the Chinese Xinren Wang (King of the New Stars) tournament. First

prize is about 500,000 yen or about \$4,100. This year Gu Li 5-dan (aged 18) of China defeated Cho Han-seung 4-dan (also 18) of Korea 2-1. That evened the series at two victories each.

The games were played on 1 July (Cho won by 1½ points with black), 3 July (Gu by resignation with black) and 4 July (Gu by 1½ with black).

This is a tournament that we missed out on in *The Go Player's Almanac*, so here are the results of the previous play-offs.

1 (1998). Mok Chin-seok 4-dan (Korea) beat Shao Junjie 3-dan (China) 2-1.

2 (1999). Kim Man-su 4-dan (Korea) beat Hu Yaoyu 5-dan (China) 2-0.

3 (2000). Liu Shizhen 5-dan (China) beat Yi Sang-hun 3-dan (Korea) 2-0.

New international tournament: Toyota & Denso Cup

Two Japanese companies, Toyota Motor Corporation and Denso Corporation, are jointly sponsoring a new international tournament which will be held once every two years.

The main feature of the new tournament is that a major effort is being made to pro-

mote go around the world by staging regional tournaments with, for the first time, participation by players from all five continents. Winners of four regional tournaments (Europe, North America, Central & South America, and Asia/Oceania/Africa), which started in September this year, will join professional players from Japan (10), Korea (5) and China (5) in the main tournament, in which, with the addition of 7 specially invited players, a total of 32 players will compete in a knock-out.

First prize will be 30 million yen, second 10 million, plus two 3rd prizes of 5 million yen.

Results and game records will be published in the Nihon Keizai Newspaper, which also plans to relay the games on the Net (we will give details when available).

News from Japan

Kobayashi regains Gosei title

The 26th Gosei title match featured a return match between Yamashita Keigo and the player from whom he took the title last year, Kobayashi Koichi. Yamashita's bold and adventurous play when he won the title



Kobayashi Koichi rejoins the ranks of the title-holders.

attracted a lot of attention. However, Kobayashi must have put in some time in the intervening year studying his game, for this time he seemed to have his measure. Even in the two games with white that he lost, Kobayashi was doing well but allowed Yamashita to pull off upsets.

Incidentally, this may be the first title match of five or more games in which the same colour won all games (putting aside the 1st Honinbo title match, in which there was no komi and black won all six games).

This is Kobayashi's 8th Gosei title and his 54th title overall. After a six-month blank, the Kitani school again has a title holder.

The results:

Game 1 (5 July). Kobayashi (B) by resig.
 Game 2 (19 July). Yamashita (B) by 16½.
 Game 3 (24 July). Kobayashi (B) by resig.
 Game 4 (15 August). Yamashita (B) by 1½.
 Game 5 (20 August). Kobayashi (B) by 1½.

Yoda defends Meijin title

The 26th Meijin title match was a triumph for the defending champion, Yoda Norimoto, who rebuffed the challenge of a player who first won this title before he was born. Rin Kaiho was the sentimental favourite of go fans (even in Yoda's home town of Iwamisawa, where the second game was played, there were plenty of Rin fans), but he fell short in his attempt to become the oldest winner of a big-three title (Rin is 59 to Yoda's 35).

Rin started off badly, losing the first two games. Actually, the first one should have been a comfortable win for him, but he made two bad endgame mistakes in byo-yomi and so suffered an upset. However, he repaid the courtesy in the third game, in which Yoda let victory slip through his fingers. Rin then scored a good win in the fourth game to even the series. However, Yoda got into his stride in the fifth and sixth games, in both of which he took an early win and rode out the storm as Rin attempted to upset his lead.

For once, the wins were evenly divided between the two colours.

Full results:

Game 1 (Seoul, 4, 5 Sept.). Yoda (B) by 2½.

Game 2 (19, 20 Sept.). Yoda (W) by ½.

Game 3 (26, 27 Sept.). Rin (W) by ½

Game 4 (10, 11 Oct.). Rin (B) by 5½.

Game 5 (17, 18 Oct.). Yoda (B) by resig.

Game 6 (31 Oct., 1 Nov.). Yoda (W) by resig.

27th Meijin league

Two of the vacancies in the 27th Meijin league have already been filled. On 25 October, O Rissei Kisei defeated Hasegawa Sunao 9-dan (Kansai Ki-in) and so immediately regained the place he had just lost (because of a 3-5 score). That means that O will play in his eighth league in a row.

On 1 November, Hikosaka Naoto 9-dan beat Cho U 7-dan to take the second vacant seat. He will be making his debut in the Meijin league, while Cho missed out on his chance to join the elite group of players appearing simultaneously in all three leagues (four have done it so far: Cho Chikun, Cho Sonjin, Ryu Shikun, and Hane Naoki). The pairing in the third play-off is Yamashita Keigo 7-dan vs. Yo Kagen 9-dan, with the former bidding to make his debut — in any league — and the latter to make his second appearance

26th Kisei challenger: Ryu or Cho Chikun

The A league ended with Ryu Shikun 7-dan a clear point in front, but the B league ended in a tie between Cho Chikun and Hane Naoki. Cho took precedence because of his higher ranking and so will meet Ryu in the play-off to decide the challenger to O Rissei.

In the A league, Miyazawa and Yamada lose their places. In the B league, Ishida Atsushi and Mizokami drop out.

49th Oza: Cho Chikun makes good start

For the third year in a row, the Oza challenger is Cho Chikun. Once again, he made a good start, winning the first game. That shouldn't mean much against the title holder, O Rissei, who seems to be a bad starter (in the six title matches he's won in the last four years — two Kiseis, three Ozas and this year's Judan — he's won the first game only once), but Cho followed up by taking the second game as well, so he is just one win away from making a comeback a

26th Kisei leagues

A league

Player/Opponent	C.S.	R.S.	C.U.	M.G.	M.T.	Y.T.	won/lost
1. Cho Sonjin	---	0	0	1	0	1	2-3
2. Ryu Shikun	1	---	1	1	0	1	4-1
3. Cho U	1	0	---	1	1	0	3-2
4. Miyazawa Goro	0	0	0	---	1	1	2-3
5. Mimura Tomoyasu	1	1	0	0	---	1	3-2
6. Yamada Takuji	0	0	1	0	0	---	1-4

B league

Player/Opponent	A.S.	I.Y.	C.C.	I.A.	H.N.	M.T.	won/lost
1. Awaji Shuzo	---	1	0	1	0	0	2-3
2. Ishida Yoshio	0	---	0	1	0	1	2-3
3. Cho Chikun	1	1	---	1	1	0	4-1
4. Ishida Atsushi	0	0	0	---	0	1	1-4
5. Hane Naoki	1	1	0	1	---	1	4-1
6. Mizokami Tomochika	1	0	1	0	0	---	2-3

57th Honinbo league (27th September~spring 2002)

Title-holder: O Meien

Player/Opponent	C.U.	C.S.	C.C.	H.N.	K.M.	O.H.	M.G.	Y.K.	won/lost
1. Cho U	---		1						1-0
2. Cho Sonjin		---		1					1-0
3. Cho Chikun	0		---						0-1
4. Hane Naoki		0		---					0-1
5. Kato Masao					---	1		1	2-0
5. Otake Hideo					0	---	1		1-1
5. Miyazawa Goro						0	---		0-1
5. Yamada Kimio					0			---	0-1

little over a year after he lost his last title, the Meijin

The third game is scheduled for 14 November. With his Kisei and Judan title defences looming, O Rissei will be anxious to regain form.

Results to date:

Game 1 (19 Oct.). Cho (B) by resig.

Game 2 (1 Nov.). Cho (W) by 7½.

57th Honinbo league

As of 1 November, only one game has been played in the second round in the new league, so it's too early to make any predictions. However, it's interesting to see that one of the veteran players in the league, Kato Masao (age 54), has made a good start. In contrast, Cho Chikun suffered an early setback at the hands of Cho U. The latter can still break Ishida's record for the youngest winner of a big-three title.

26th Shinjin-O: Yamashita sets new record

Yamashita Keigo has once again demonstrated that he stands head and shoulders above his peers, with that term being defined as players under 8-dan. That is the qualification for the Shinjin-O (King of the New Stars) title, and Yamashita has extended his record by winning it for the fourth year in a row. This feat is all the more impressive as this title doesn't follow the challenger system — the winner starts out again in the first round of the final knockout section.

This year his hapless opponent was Kubo Hideo 5-dan, who was making his title-match debut but was unable to make an impression on Yamashita. The latter still has Yoda's record of five Shinjin-O titles to aim at, if he doesn't get promoted first.

The results:

Game 1 (19 Sept.). Yamashita (W) by resig.

Game 2 (26 Sept.). Yamashita (B) by resig.



Hane Junior makes his title-match debut

Hane Naoki challenging for Tengen

For a couple of years now, Hane Naoki 8-dan has been considered one of the most promising players of the younger generation (and a leading rival to Yamashita Keigo). The 25-year-old is now making his debut in a top-seven title match. On 27 September, he defeated Akiyama Jiro 7-dan, who was also bidding to make his title-match debut, in the play-off to decide the challenger to Ryu Shikun for the 27th Tengen title.

Unfortunately, his challenge got off to a bad start. In the first game, played on 2 November, he lost by 1½ points with black.

Kato Masao wins Ryusei title

Kato Masao, though classified as a veteran at the age of 54, is by no means ready to hang up his spurs. He has won the 10th Ryusei title to increase his tally of titles to 45, fifth on the all-time list.

The Ryusei is an eight-player knockout tournament with the same playing conditions as the NHK Cup (30 seconds a move, ten minutes thinking time to be used at will in one-minute units) and its games are telecast on cable TV. First prize is five million yen.

In the final, telecast on 28 September, Kato (W) defeated this year's Honinbo challenger Cho U 7-dan by 1½ points. He previously won this title in 1998.

Top title winners

1. Sakata Eio: 64	6. Rin Kaiho: 35
2. Cho Chikun: 61	7. Yoda Norimoto: 28
3. Kobayashi Koichi: 54	8. Ishida Yoshio: 24
4. Otake Hideo: 48	Takemiya Masaki: 24
5. Kato Masao: 45	10. Fujisawa Shuko: 23

Kato Tomoko wins 23rd Women's Kakusei

Kato Tomoko 5-dan has won her first Women's Kakusei title, defeating Kobayashi Izumi, Women's Meijin, in the final, held on 23 August. Playing white, Kato forced a resignation to earn her fourth title. She is also the current holder of the Strongest Woman Player title.

Cho Sonjin wins 8th Agon Kiriya Cup

When Cho Sonjin lost the Honinbo title to O Meien last year, he went into a slump. The first sign he'd come out of it was when he won the 7th Agon Kiriya Cup. He then went on to defeat Zhou Heyang, holder of the Chinese version of the same title.

This year Cho has had just a so-so year, but he is ending it on the same upbeat note. In the final of the 8th Cup, he defeated O Rissei Kisei and so won this title for the second year in a row. The game was held at the

Mt. Shaka Great Bodai Temple, the headquarters of the sponsor, the Agon sect of Buddhism.

The ending of the game was a little unusual. The game was extremely close and was decided by the final half-point ko. Losing it meant that O was half a point behind, so he resigned, but he later had second thoughts and anxiously sought the confirmation of his opponent and Kato Masao, who gave a public commentary, that he had done the right thing. They agreed he had.

Japanese fans are looking for another victory by Cho in the international play-off.

Kobayashi leads in 20th Women's Honinbo

This year's Women's Honinbo title match features a clash between two Kobayashi disciples: his daughter Izumi 5-dan and the defending champion Inori Yoko 5-dan. The former had a lead of 6-1 in previous encounters. Past history is often irrelevant once a title match starts, but Kobayashi has taken an early lead, with all games going to Black.

Kobayashi had some interesting comments at the party the night before the first game. Aged 24, she is three years younger than Inori, who, she said, looked after her

like an older sister when she was an insei. She started out playing Inori on five stones, and before she competed in the professional qualifying tournament she played a *hyakuban-go* or one-hundred-game series (not a term one hears very often) with her. Altogether, she said, they've played nearly 1,000 games — and she was going to do her best to start with a win the next day.

Results to date:

Game 1 (11 Oct.). Kobayashi (B) by resig.

Game 2 (19 Oct.). Inori (B) by resig.

Game 3 (29 Oct.). Kobayashi (B) by 7½.

Sakai Hideyuki to begin as 5-dan

In our previous issue, we reported that Sakai Hideyuki had decided to turn professional at the Kansai Ki-in. To make up for his delay in starting his professional career (he is 28), he was given a chance to start as higher than 1-dan if he could win some test games. He started out by winning the first two, against Hasegawa Hiro 5-dan, and so qualified for 3-dan. To advance to 5-dan, he needed just one win from the remaining two games. His opponent was Nakano Yasuhiro 7-dan, one of the most promising younger players at the Kansai Ki-in, but Sakai did just as well, winning both games (played on



Kobayashi Izumi (right) gets off to a good start in her challenge for the Women's Honinbo title.

6 and 13 August). This success augurs well for his professional career, which officially started on 1 September.

We plan to give updates on his progress. Incidentally, the Kansai Ki-in has decided to provide the same opportunity to other WAGC champions under 30 (it was not specified if they had to be Japanese).

Kikuchi becomes WAGC representative

One thing is certain: the Japanese representative in the 24th WAGC in 2001 won't qualify for the dispensation mentioned above. He is Kikuchi Yasuro, the greatest amateur player of the postwar period, but he is 72 years old. Surprisingly, this is not a record: an even more celebrated amateur player, Yasunaga Hajime, was 79 when he competed in the 1st WAGC in 1979.

Kikuchi won the tournament on his previous appearance, in 1992; if he repeats this feat, he can at least set a record for oldest winner.

Kobayashi Satoru suspension lifted

The one-year suspension imposed on Kobayashi Satoru for causing an injury to Ryu Shikun in China last December has been lifted four months early, on the grounds that the two persons concerned had 'achieved a reconciliation'.

The Nihon Ki-in's Board of Directors granted Kobayashi permission to resume his career as of 1 September. However, to date he has played only one game, and he had to wait seven weeks for that. The reason is that he had to wait for a tournament to start off a new round for which the pairings hadn't already been made. On 18 October, he played a game in the preliminary round of the 27th Kisei tournament, which he won. He won't get another game until November.

We heard that he had been keeping in shape by playing practice games with Fujisawa Shuko, who was expelled from the Nihon Ki-in for selling his own amateur dan diplomas.

Promotions

Recently there has been a rash of new 8-dans and only one 'defection' from their ranks.

To 9-dan: Ishida Atsushi

To 8-dan: Sasaki Tadashi, Arimura Hiroshi, Omori Yasushi, Kato Atsushi, Sasaka Shiro

To 7-dan: Kurotaki Masanori, Kono Takashi

To 5-dan: Nakazawa Ayako

To 4-dan: Tsuruyama Atsushi, Ko Iun

To 3-dan: Ko Reibun, Koda Akiko, Kato Yuki

To 2-dan: Suzuki Ayumi

News from Korea

16-year-old to play in 6th Bacchus-Chunweon title match

Is there no end to the youthful talent in Korea? We now have a 16-year-old playing in the final of the 6th Bacchus Cup-Chunweon title. He is Pak Yeong-hyeon 2-dan (born on 1 April 1985), who beat Seo Pong-su 9-dan in the semifinal. His opponent in the best-of-five match is the 26-year-old 'veteran' Yun Seong-hyeon 7-dan.

Yu leads in Myeongin title match

The 32nd Myeongin (= Meijin) league ended in a tie between Cho Hun-hyeon 9-dan and Yu Ch'ang-hyeok 9-dan, both on 6-1. In the play-off, held on 6 September, Yu, playing black, prevailed by just half a point and so earned the right to make his second challenge for this title — the first was in 1993, when he lost 0-3 to Yi Ch'ang-ho.

Yi has dominated this title recently, winning it nine times since 1991. The only year he missed out was 1997, when he temporarily surrendered it to Cho Hun-hyeon.

Yu has made a good start in the best-of-five, taking a 2-1 lead over Yi Ch'ang-ho.

Results to date:

Game 1 (13 Sept.). Yu (B) by resig.

Game 2 (22 Sept.). Yu (W) by resig.

Game 3 (5 Oct.). Yi (W) by resig.

There is now a long break before the match resumes on 16 November.

SK Gas Top Ten

Kang Chi-seong 4-dan, who turns 20 on 18 December, celebrated the approaching

end of his teenager years by winning the 5th SK Gas Cup Best Ten tournament. In the final, he defeated Paek Tae-hyon 4-dan (aged 23) 2-0. The deciding game was played on 4 October.

News from China

Latest rankings

The Chinese have shown the way by establishing a points system that reflects current form, but so far the other countries with professional go associations have not, unfortunately, seen fit to follow suit. It would be nice to have a worldwide points system covering all professional players and even nicer if amateurs could join it. One day it will surely happen.

In the latest listing, published on 31 August, Chang Hao has regained the top place. He was displaced by Ma in December 1999, and Ma in turn was displaced by Zhou Heyang throughout 2000. The current top ten are:

1. Chang Hao 9-dan: 2702
2. Zhou Heyang 8-dan: 2660
3. Ma Xiaochun 9-dan: 2658
4. Wang Lei 8-dan: 2652
5. Kong Jie 6-dan: 2650
6. Gu Li 5-dan: 2638
7. Luo Xihe 8-dan: 2619
8. Shao Weigang 9-dan, Liu Jing 8-dan: 2617
10. Yu Bin 9-dan: 2599

Chang Hao becomes Mingren challenger

Ma Xiaochun has set a record by holding the Mingren (= Meijin) title for 12 years in a row. His leading rival, Chang Hao, has not done very well in this title, becoming the challenger only once, in 1999, when he lost 0-3. This year Chang secured another chance to dethrone Ma by defeating Qiu Jun 6-dan (aged 18) 2-1 in the best-of-three play-off. Chang won the first game with black (10 August), lost the second (12th), then won the third (13th), again with black.

Kong Jie is Qiwang challenger

Kong Jie 6-dan, who is also 18, has won the right to challenge Yu Bin 9-dan for the

8th Qiwang (king of go) title. In the play-off, held on 7 August, he defeated another 18-year-old, Gu Li 5-dan. The best-of-three title match is scheduled for December.

The prominence of 18-year-olds in tournaments shows that the rejuvenation of Chinese go is not letting up.

Corrections to GW92

Contents page: In the 26th Kisei entry, 'Game Seven' should have read 'Game Six'.

The heading for the Honinbo league chart on page 6 should have read '56th', not '55th'.

The Go Player's Almanac 2001 some corrections

The updated version of the *Almanac* is much improved and greatly expanded — but this is an apology, not a plug. Many corrections were made to the first edition, but, unfortunately, some new mistakes crept in. Kiseido is updating many of the files and incorporating corrections on its Web page, but I would like to take the opportunity to correct a serious blunder in Chapter 18 (Go Records in Japan).

In the entry for 'Most successive title wins' (page 325), Takagawa's feat in winning nine successive Honinbo titles was mysteriously deleted, although the dates remained, so I have Cho Chikun winning titles before he was born. The beginning of the list should read:

1. Cho Chikun: 10 (Honinbo: 1989-98)
2. Takagawa Shukaku: 9 (Honinbo: 1952-60)
3. Kobayashi . . .

While I'm about it, here is an explanation of a point in Chapter 11 (A Brief History of Modern Go).

•In the left-hand column on page 113, 10th line from the bottom, I should have explained how Rin came to win the 4th Meijin league with a 6-1 score. Kitani fell ill before the league started and so did not play any games, but his opponents were not awarded forfeit points.

The 14th Fujitsu Cup Final

Cho Hun-hyeon vs. Ch'oe Myeong-hun



Cho Hun-hyeon (left) proves too much for Ch'oe Myeong-hun.

Experience tells

'A young pigeon can't pass over a rugged mountain' — in other words, the more important a match the bigger is the bonus of experience. The 'mountain' that stopped Ch'oe Myeong-hun in his first challenge for a world championship was less his opponent Cho Hun-hyeon than his lack of experience.

White: Cho Hun-hyeon 9-dan

Black: Ch'oe Myeong-hun 8-dan

Time: 3 hours each; komi: 5½ points

Played on August 4, 2001 at the Nihon Ki-in, Tokyo.

Figure 1 (1–35)

Facing each other for the final of the Fujitsu Cup in the heart of Japan were two Koreans, Cho Hun-hyeon 9-dan and Ch'oe Myeong-hun 8-dan. This is the third time, since the almost forgotten matches back in 1993 and 1994 when Cho and Yu Ch'ang-hyeok fought for this title, that the Cup ended in such a pairing.

The match started at 10 a.m. with Cho grasping a handful of white stones. Ch'oe put two black stones on the board. That meant he would take

black if the number of white stones was even, white if it was odd. Korean professionals are now accustomed to a 6½-point komi, and even with that bigger komi the large majority prefers to take black. Therefore, Ch'oe must have been pleased when the number of white stones turned out to be even.

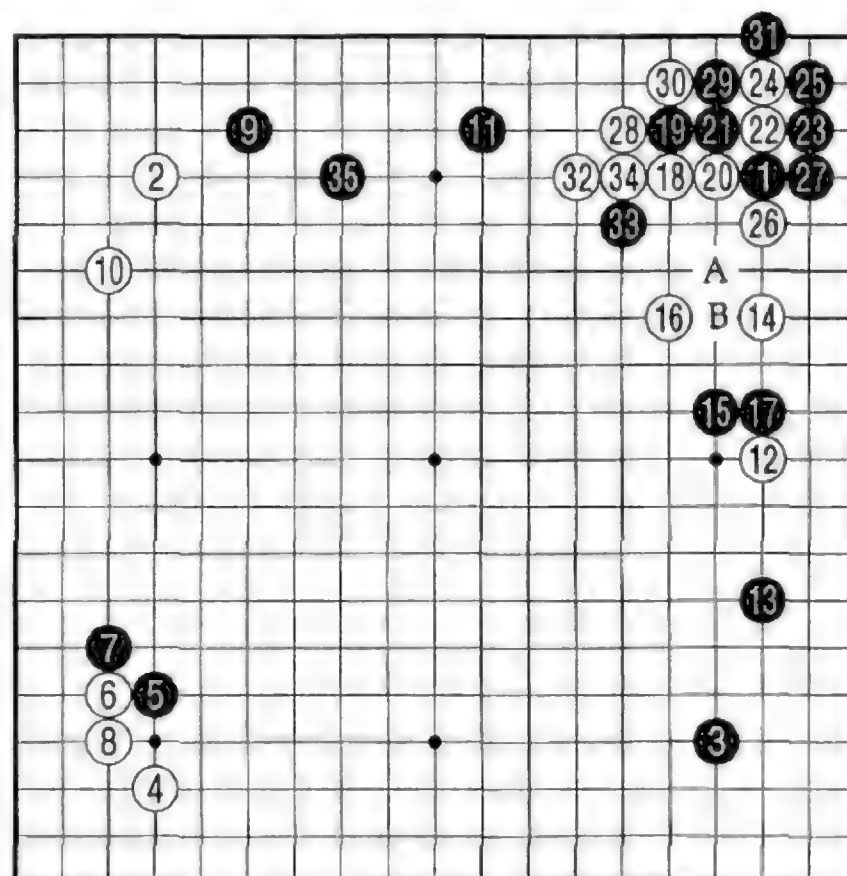
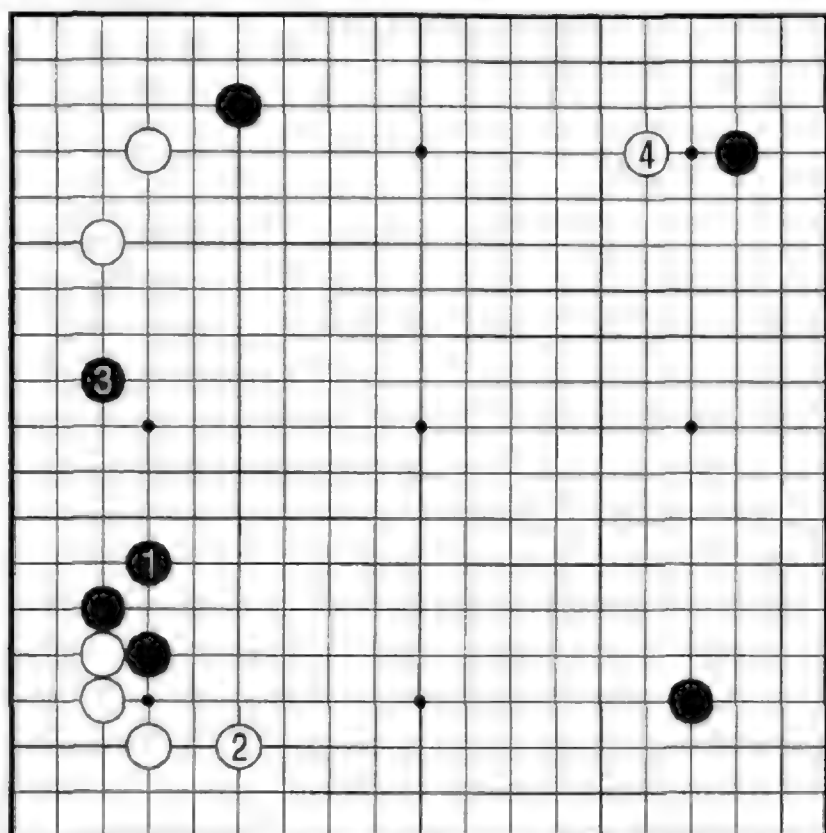


Figure 1 (1–35)

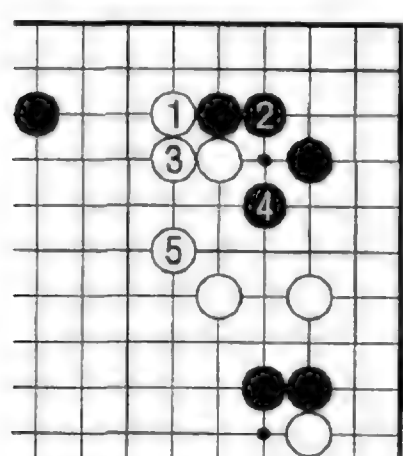


Dia. 1

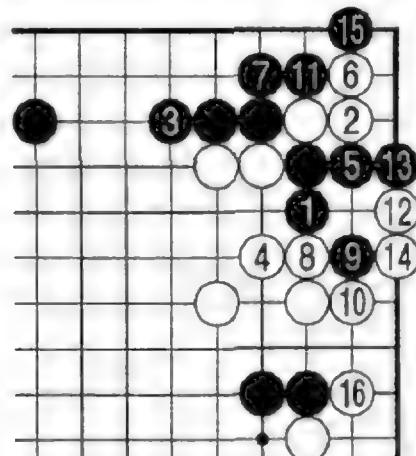
Black 11 might also have been played as in *Dia. 1*. However, White would get the chance to play 4, a move Cho likes. So Ch'oe wasn't going to give Cho a game he might feel comfortable with. Moreover, amongst young players the mini-Chinese opening has been analyzed to almost the smallest detail, so one might also believe Ch'oe chose this way to avoid any unexpected schemes from his opponent.

The sequence to Black 15 has been played in countless other games, but White 16 was unexpected. The usual development would be for White to play 17 and Black A or B would follow. White 16 seems to have been tried first by Yoda Norimoto and is now being actively analyzed by young Korean pros. Cho Hun-hyeon said he played this move in an attempt to refresh himself, but it is unlikely that he didn't do some research before trying such a move in an important game.

In response to White 16 Black naturally plays 17, and the cut of 22 seems to be the move that Cho had prepared. White 1 in *Dia. 2*, instead of White 20, seems to be simpler, but the continuation does not fit Cho's fighting style. He tries from the start to throw his forte, complex fighting, into the ring to best his opponent.



Dia. 2



Dia. 3

From the cut of White 22 to 32 it's a one-way street, and Black 35 is commonsense, too.

But Cho commented that he felt good because White became quite thick, thanks to the sente moves of 26 to 30. Yu Ch'ang-hyeok made a similar comment regarding this point, and it may be no exaggeration to say that the opening followed Cho's plan.

For reference, Black 23 cannot be played at 1 in *Dia. 3*. Even though Black can capture White's three stones in the corner, White can capture Black 9 in sente, and he has the link-up of 16 as well. This is a good example of how Black suffers a big loss in going after a small gain.

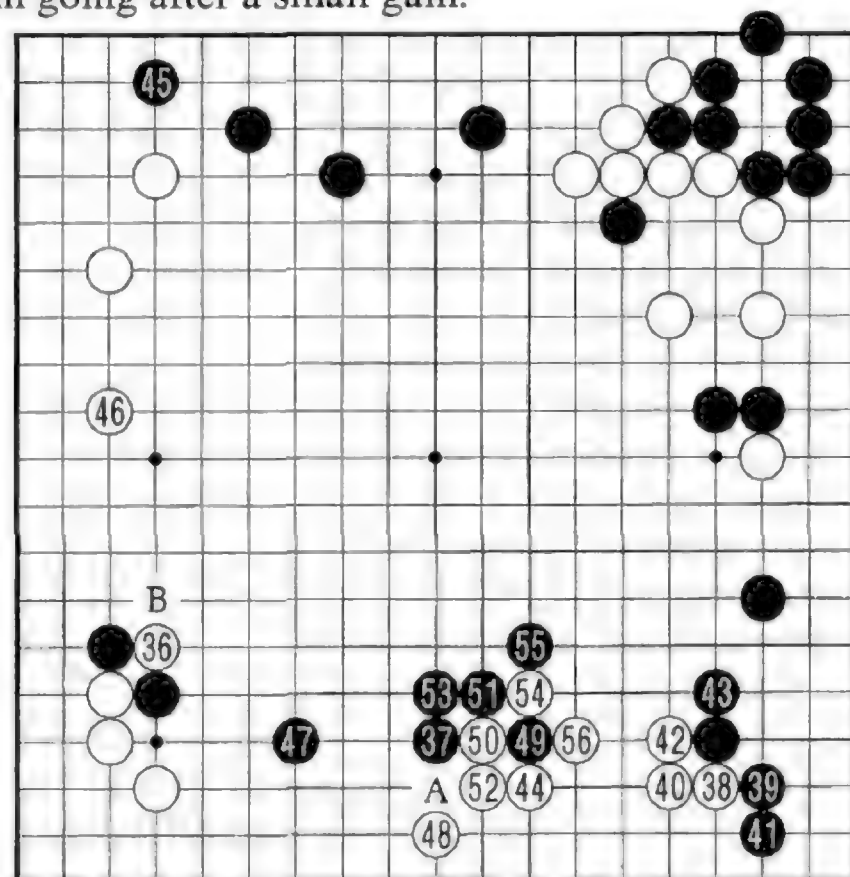
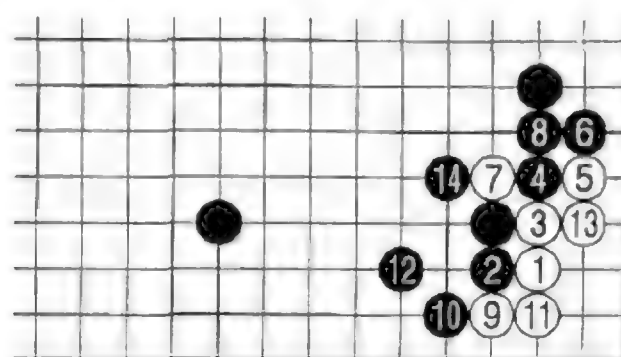


Figure 2 (36-56)

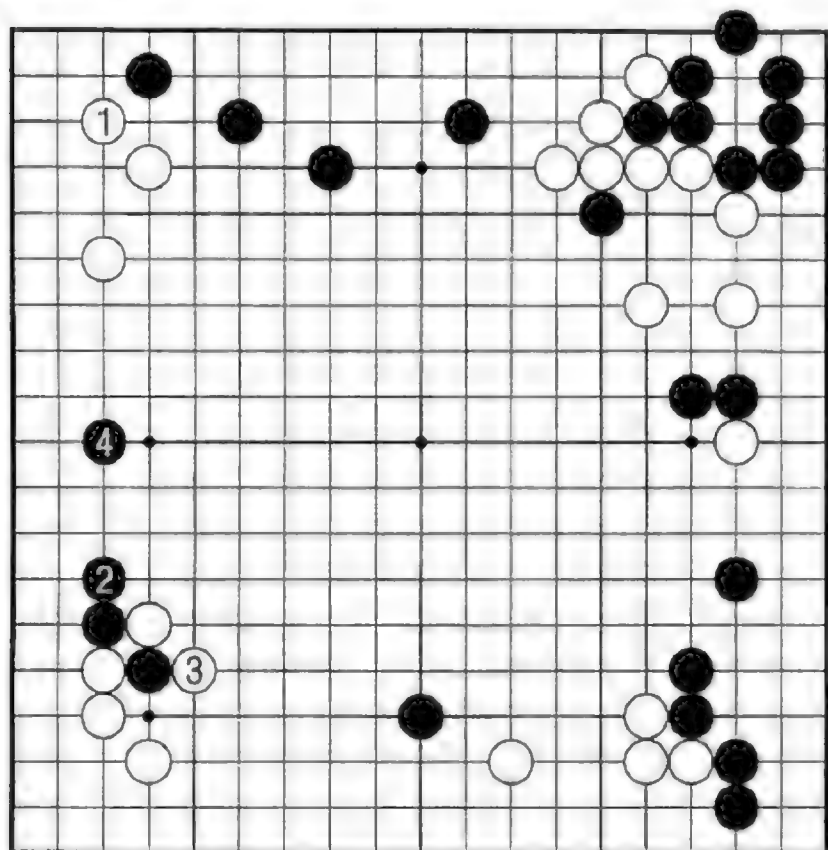
Figure 2 (36-56)

The enthusiasm of the world's go fans had of course cooled down a bit; in a world championship it's a bit of an anticlimax to have two players from the same country in the final. And the expressions on the two players' faces seemed to show that it was business as usual. Both took the same plane from Inch'eon and, except for breakfast on the tournament day, both ate their meals together as well. But even a senior-junior relationship as nice as this one turns into a bitter fight on the go board. That's the cruel reality of competitive go.



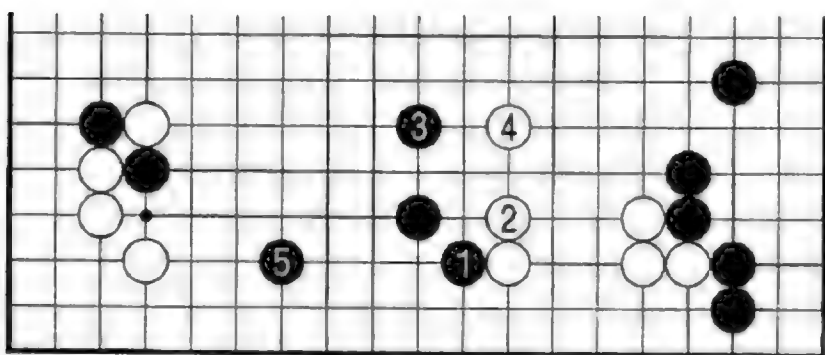
Dia. 4

Black 37 is mandatory after White 36. That becomes immediately clear if you imagine a white stone there instead. Attaching with White 38 is a common technique in situations like this. The simple 3-3 invasion of White 1 shown in *Dia. 4* would make Black too thick on the outside. In this position, it is obviously not to White's liking. If the black stone at 37 were at A on the third line, the 3-3 invasion would be feasible.



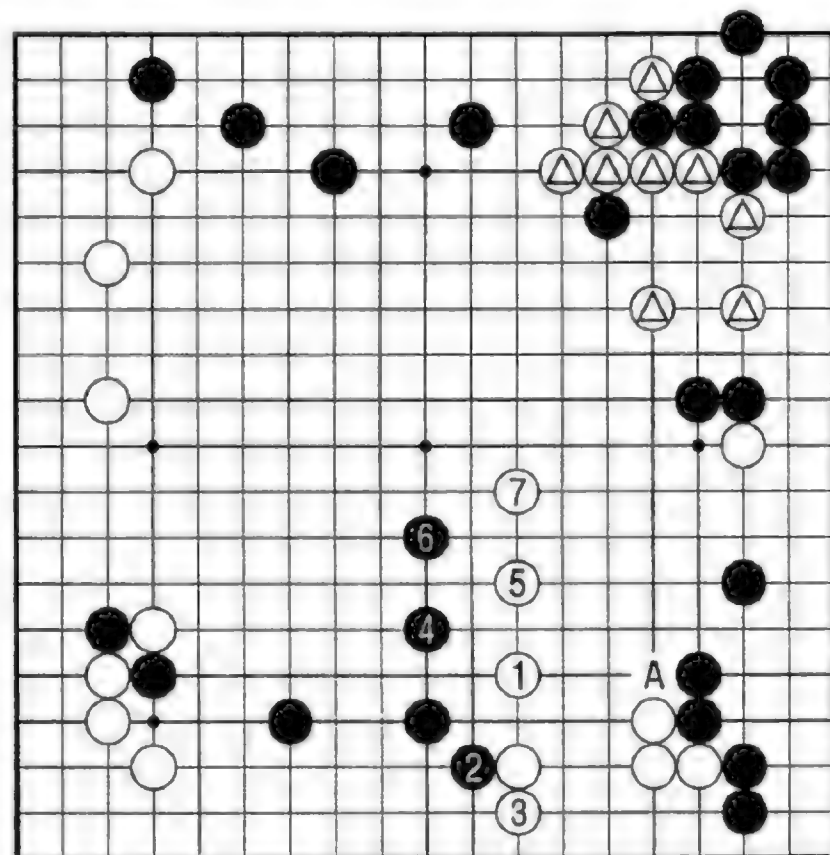
Dia. 5

The extension down the side with 46 in answer to Black 45 is also natural. If White defended his group at the 3-3 point as in *Dia. 5*, Black would have no difficulties with his stones on the left after 2 and 4.



Dia. 6

Black 47 caught the attention of Cho. He suggested the sequence to Black 5 in *Dia. 6* instead. This would have given Black a stable position at the bottom. With the slide of White 48, the black group is robbed of its base; this is quite painful. If White were concerned about the center, White 1 and the continuation of *Dia. 7* would be his first instinct, but the marked stones in the top right are strong, so, according to Cho, it's not necessary to reduce the center like this. Moreover, if Black plays A later, White will not have gained a single point with this sequence, so he won't give *Dia. 7* a second thought.



Dia. 7

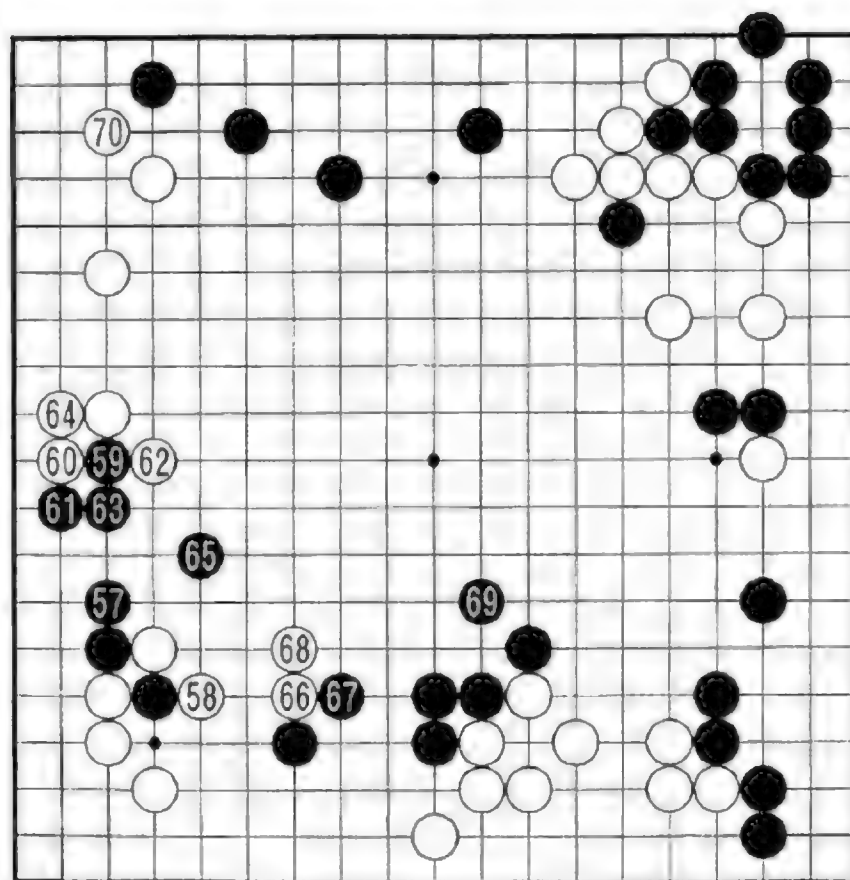
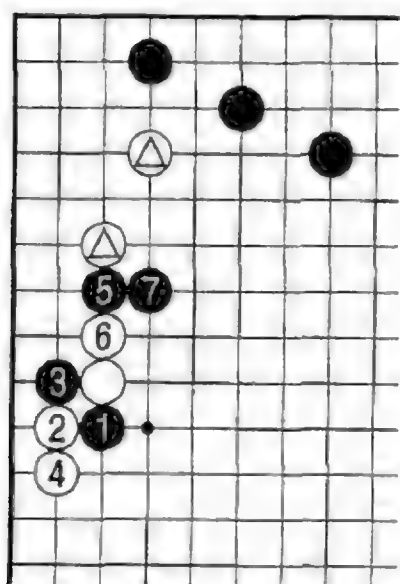


Figure 3 (57-70)

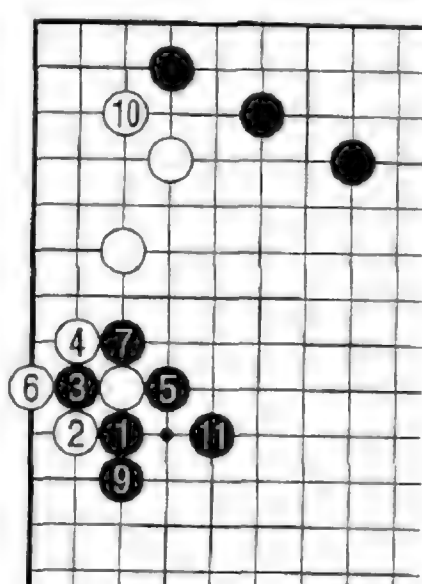
Figure 3 (57-70)

Initiating action on the left with Black 57 seems natural. However, Yu Ch'ang-hyeok recommended *Dia. 8* instead, that is, starting with the attachment of 59. If White 2, the crosscut of Black 3 is a nice tesuji. If White extends with 4, attaching at Black 5 is the next punch. Up to Black 7 the two marked white stones are in trouble. According to Cho, however, White would probably choose *Dia. 9* instead and he would have no reason to be dissatisfied. Anyway, 57 made Black heavy and Ch'oe now had to worry about the safety of these stones.

Yu also had a hard time understanding Black 61. Even if 57 turns into a useless move, Black still had to crosscut at 64 if he were to upset White's lead.



Dia. 8

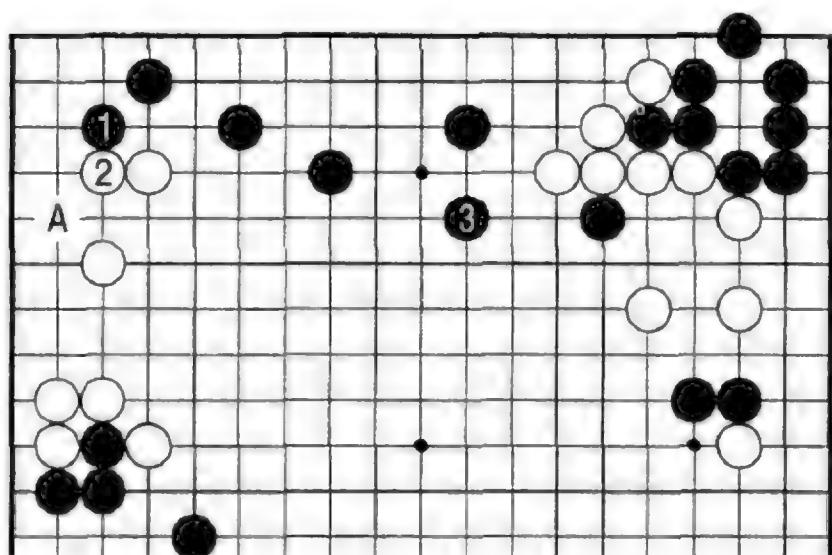


Dia. 9
8: connects

White 68 was the last move before the lunch break.

Cho relaxed after a quick lunch by reading *Go Weekly*. Ch'oe spent a quiet moment on a sofa with his eyes closed before returning to the tournament room. He sat down, looked at the position carefully, and closed his eyes for a moment. He then studied the game record, which was recorded from his opponent's orientation. This custom was first noticed with Kobayashi Koichi, who does it in order to view the position with his opponent's eyes. In this game, the focus is on Black's two weak groups on the left and at the bottom. How can Ch'oe give them more stability?

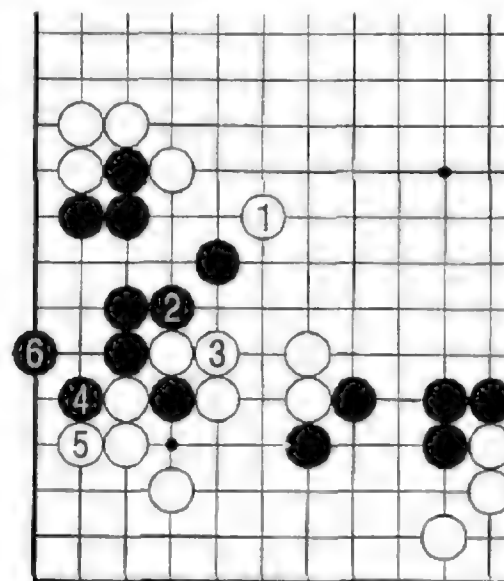
Ch'oe spent 17 minutes before finally playing Black 69. However, this move turned out to be the main reason for Black's losing this game. After the game Cho categorically called 69 the losing move.



Dia. 10

Black had to play 1 in *Dia. 10* — it is the biggest move. White has to answer with 2 because Black A would be too painful. The game would still be very close after Black 3. If White next plays 1 in *Dia. 11*, Black would secure life up to 6. With the center still open, the remaining weak group at

the bottom would be in no danger of dying. In the post-game analysis Ch'oe nodded in agreement.



Dia. 11

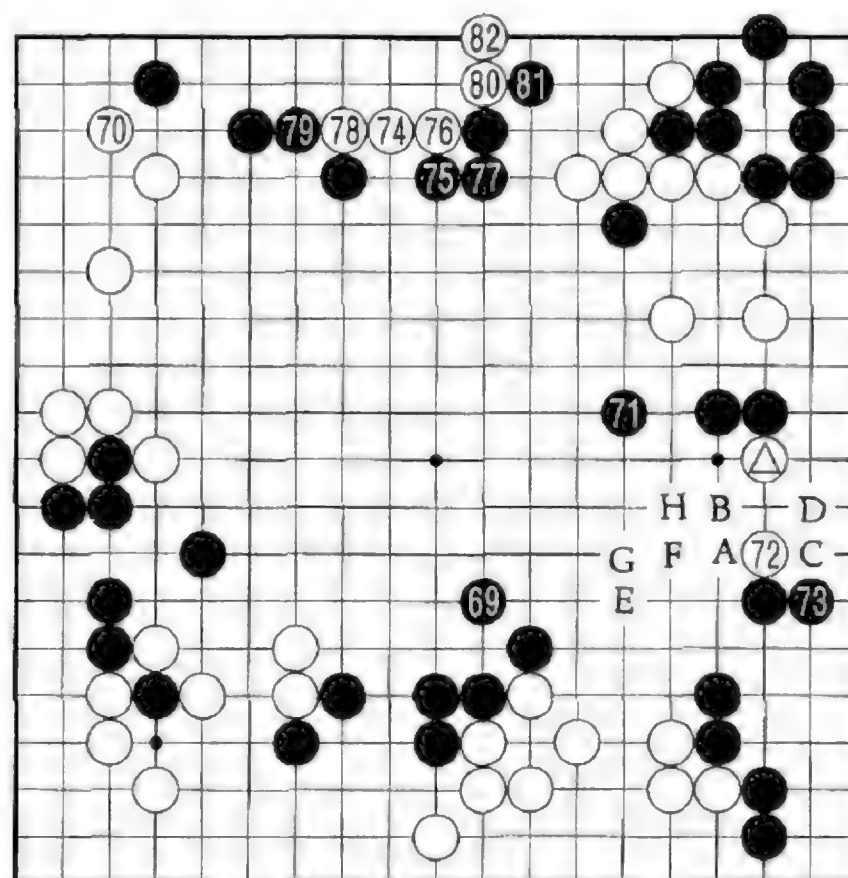
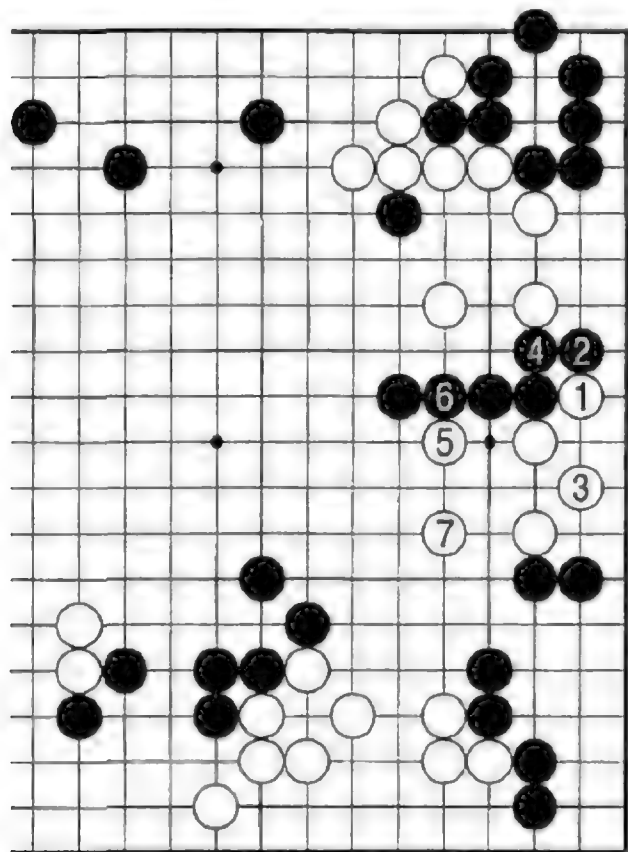


Figure 4 (69-82)

Figure 4 (69-82)

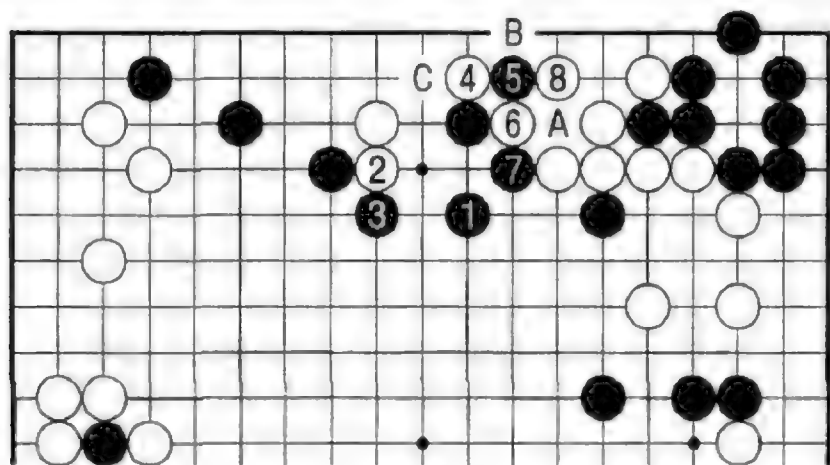
Looking again at Black 69 with *Dia. 10* in mind, it's no surprise that Cho was happy to play White 70. This is a perfect illustration of the well-known proverb 'your opponent's vital point is your own vital point.' Here it is in terms of territory; moreover, White 70 sets up a powerful move at 74. Ignoring that threat, Black jumped to 71, expanding his right side while pretending to put pressure on White's upper right. White's probe at 72 now shows perfect timing. Black's calm response at 73 is correct. If Black panicked and played the sequence Black A—White B—Black C—White D, the result would be a flower-viewing ko, and Black's game would be completely ruined. Black 73 still leaves White with the sequence in *Dia. 12*, but it wouldn't be wise for White to play it immediately, as his upper right is weak. Still, it is a time bomb behind Black's lines.



Dia. 12

After the probe of 72, White 74 was stabbed into the board like a concealed dagger. Although he had been looking forward to this move since he played White 70, Cho spent 24 minutes to reconfirm it, making it the slowest move of the game. Ch'oe's face turned deadly pale. He must have been counting the upper side as his territory, and suddenly that territory seemed to vanish . . . if the invasion worked.

Ch'oe took 18 minutes to play 75. Meanwhile, the Japanese professionals around O Meien Honinbo who were analyzing the game had doubts about White 74 and considered it unreasonable, but when the crude-looking White 76 hit the board, the whole crowd was in awe. Such a move would hardly occur to a Japanese professional, whose focus is mostly on shape. But in this game it was the winning move. Black can only connect at 77, and up to 82 the white group can live with at least ko. The sky was turning darker and darker for Ch'oe, who urgently needed those points on the upper side to keep even a small hope alive. Now those points were transferred to his opponent, so he could easily be excused for losing his composure.



Dia. 13

What if Black had jumped to 1 in *Dia. 13* instead of Black 75?

Cho quickly showed the moves up to White 8, which would not be any better than Black 75. After White 8, Black A would be met with White B; if Black C, White B and Black has achieved nothing. Cho only regretted that he didn't play the sequence White E-Black F-White G-Black H in Figure 4. Black's territory would be greatly reduced in that way, but, on the other hand, the aji of the stone at 72 would disappear, giving a lot of relief to Black.

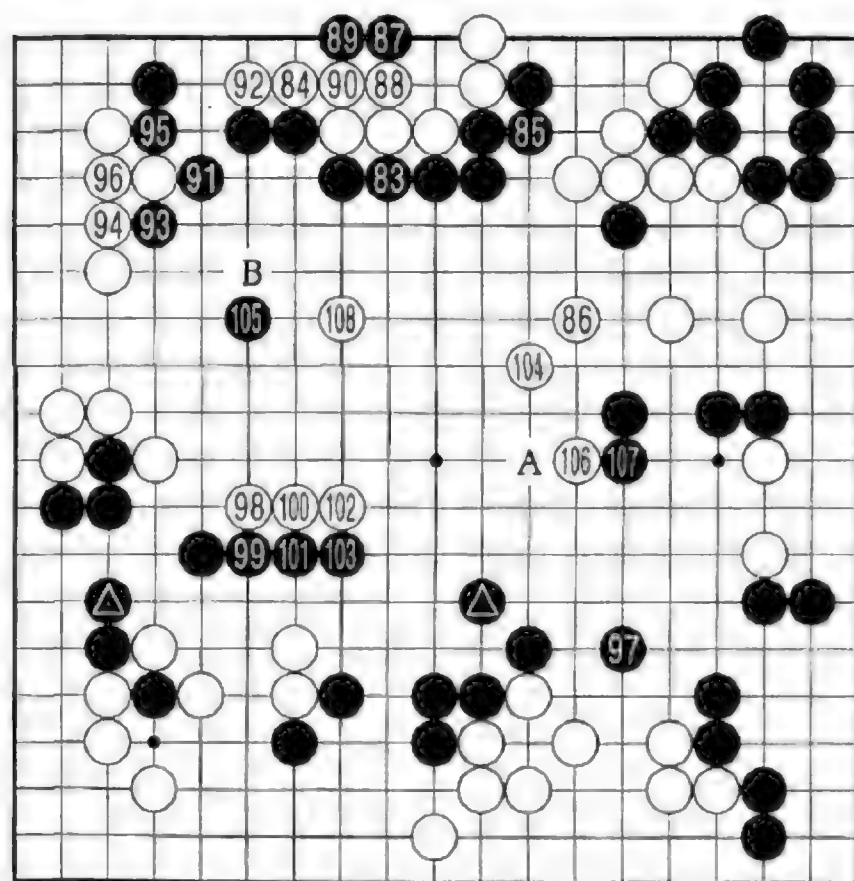


Figure 5 (83-108)

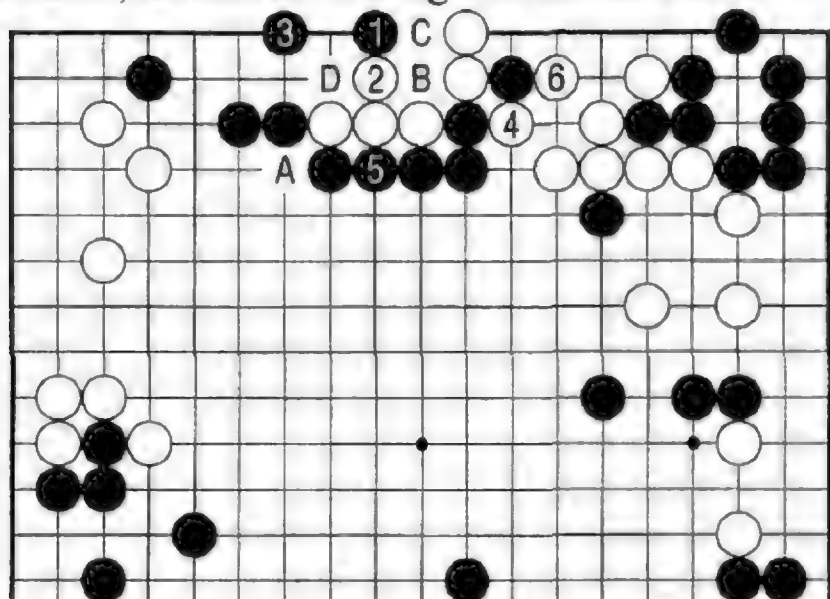
Figure 5 (83-108)

In their encounters up to this game, Ch'oe Myeong-hun was trailing behind with 17 losses to only eight wins. But in games such as this one, history doesn't have much meaning. Even if such a record seems to imply that Cho is the better player, in a world-championship final the outcome would probably be decided by who has the stronger heart, especially if it is decided by a single game instead of a best-of-five match.

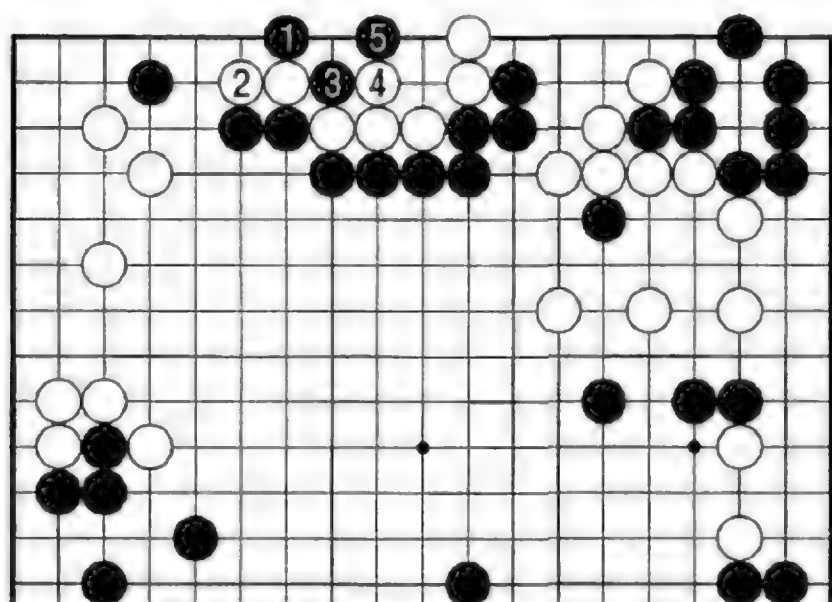
Unfortunately for him, Ch'oe ended up losing the fight of hearts as well. The pressure of playing his first international final was probably weighing too much on his shoulders. Heavy moves like the marked ones in this figure are not typical of his game.

With Black 83 the shadow of defeat is becoming even darker, as this move is too slack. The sequence from Black 1 to 5 in *Dia. 14* shows how Black could keep the game alive. After 1 to 5, the weak point of A is virtually covered by the aji of

Black B–White C–Black D. In the game White lived with five points of territory up to 92. But instead of 87, Black 1 to 5 in *Dia. 15* would be unreasonable, as this ko is a big burden on Black.

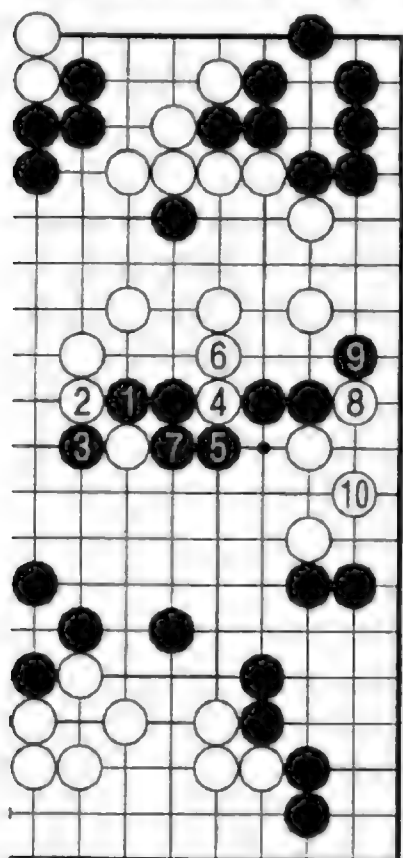


Dia. 14

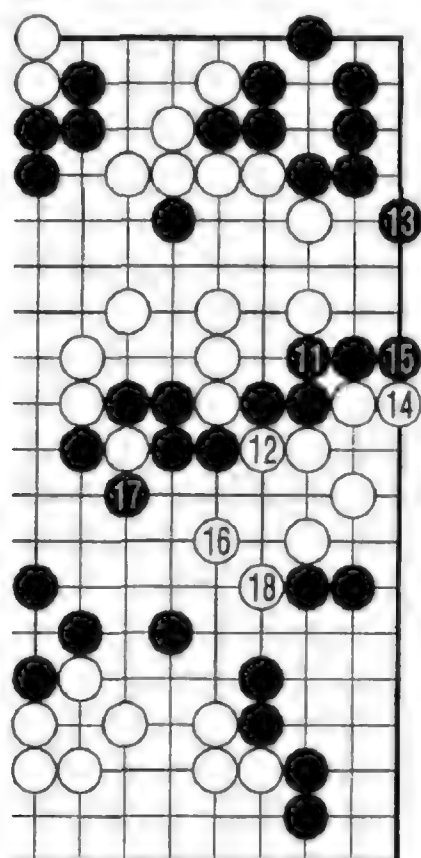


Dia. 15

To make things worse, Black entered *byo-yomi* with 99, so he had only one minute per move. Hardly enough to think when you are calm, but definitely gruesome when your opponent has just succeeded with a surprising maneuver.



Dia. 16



Dia. 17

Black would really like to answer White 104 with A, but White B would threaten the group at the top and make some points in the center, so White 105 can't be helped. Also, backtracking with 107 is inevitable, as the sequences in *Dia. 16* and *Dia. 17* demonstrate: since Black has to kill White without ko, he has to connect at 11 in *Dia. 17*. But White 16 is a clever move that uses the *aji* of the white stone at 106 to create a second eye with 18.

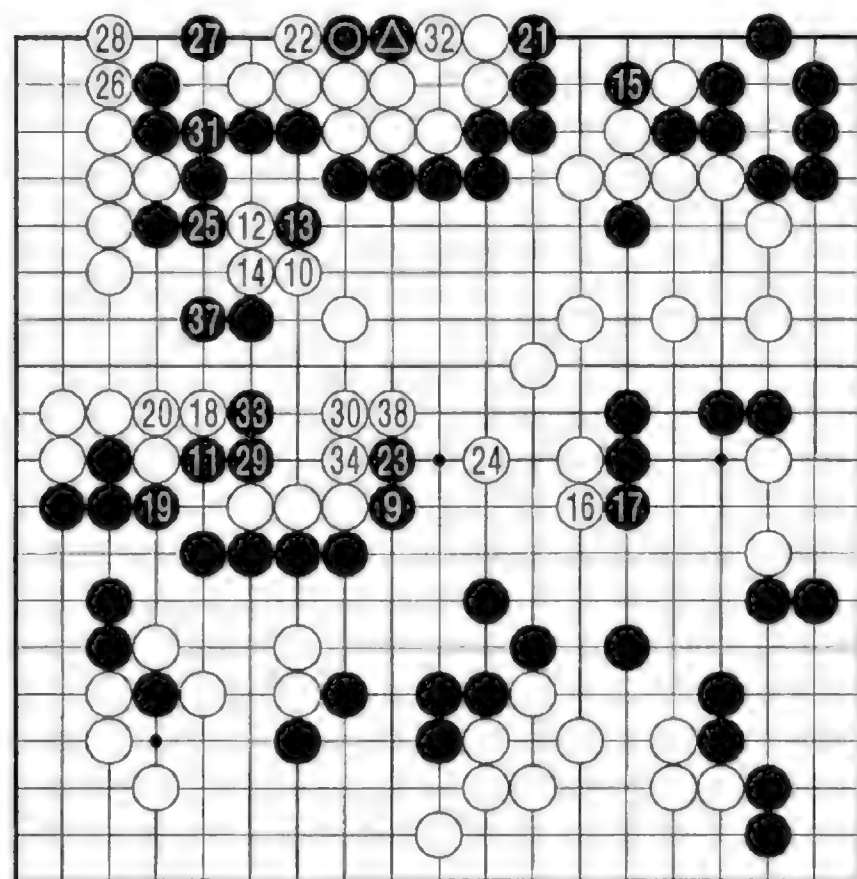


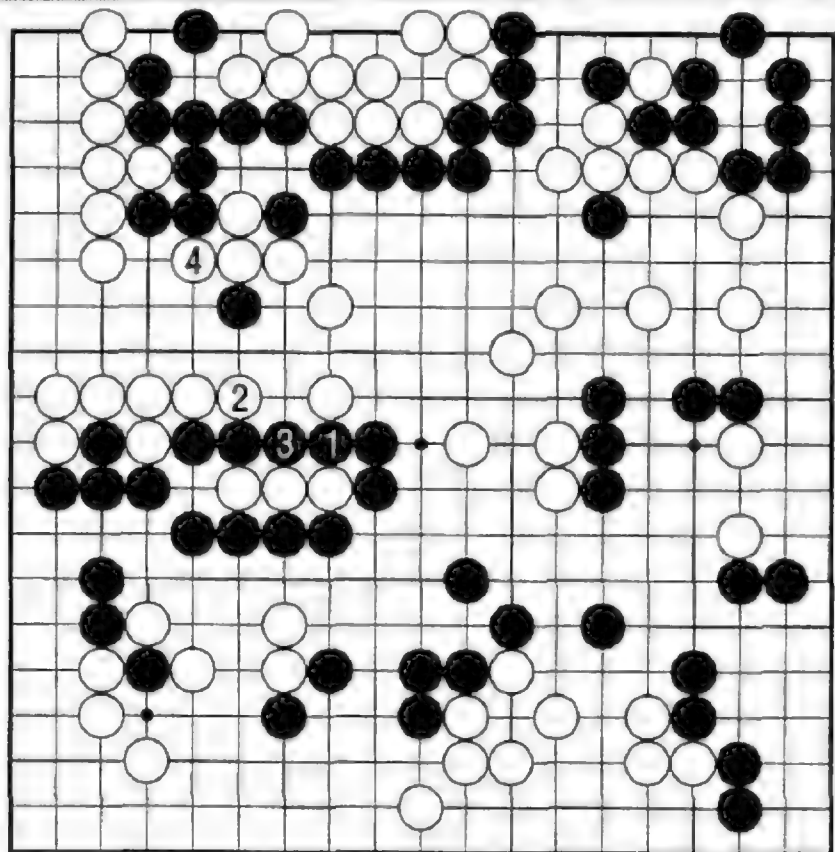
Figure 6 (109–138)

Figure 6 (109–138)

Cho would be the first player to win the Fujitsu Cup three times, thus going ahead of Takemiya Masaki, Yu Ch'ang-hyeok and Yi Ch'ang-ho, who have all won it twice so far. If he doesn't make any big mistakes, a win in this game will put him at the top of this tournament's scoreboard.

His opponent, on the other hand, has only been able to manage a third place in the 1st Chunlan Cup as his best international result. Cho is not only the more experienced player in terms of international matches, he is also more comfortable playing in Japan, where he studied go in his youth.

Indeed, the usually cheerful Ch'oe was not his usual self during this match. He had trouble with his stomach, and he had to change rooms at his hotel because some children were jumping around in the room right above his. This shows how sensitive he was.



Dia. 18

Black 33 was a nice move. Black 1 in *Dia. 18* would be a declaration of defeat.

Black 33, 37, and the continuation up to 49 in the next figure, show Ch'oe's forte, a beautiful endgame, which pleased the observers. It was an energetic finish at the last moment, but actually it was impossible to come closer than about even on the board, leaving the komi for a safe White win.

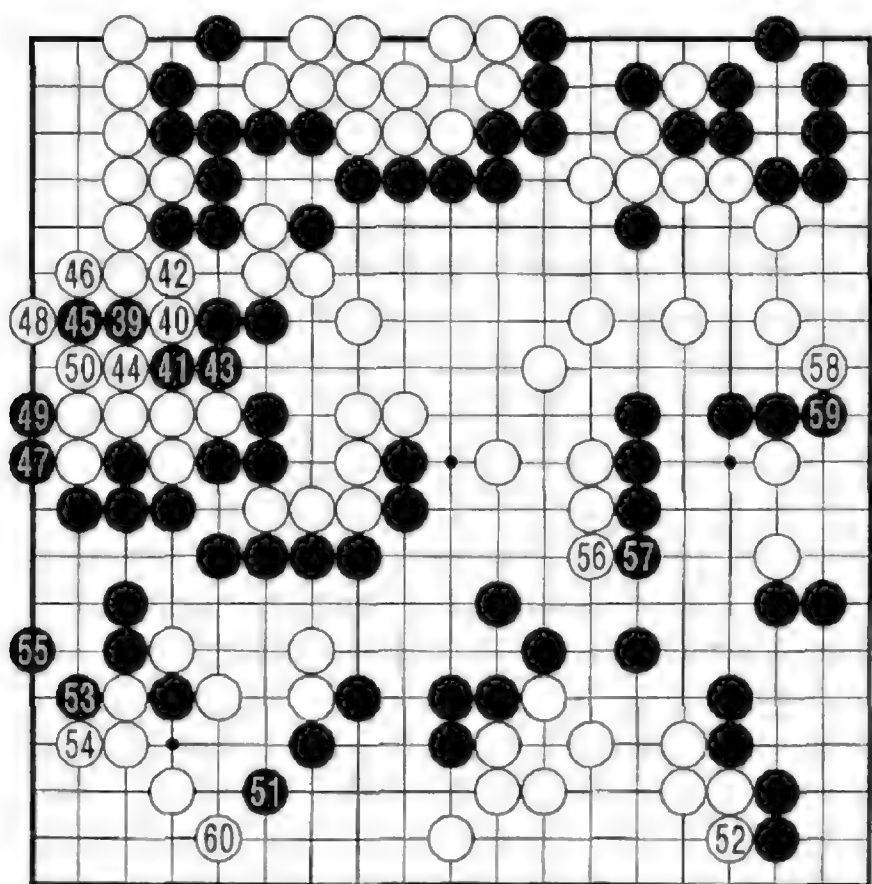


Figure 7 (139-160)

Figure 7 (139-160)

In recent years Korean players have dominated the Fujitsu Cup, as well as most other international tournaments, with this being the 7th win in 14 tournaments. Japan won six times, but that was in the early years of the Cup when Japan won the first five titles. After that only Ma Xiaochun 9-dan (1995) and Kobayashi Koichi 9-dan (1997) have been able to break the Korean dominance.

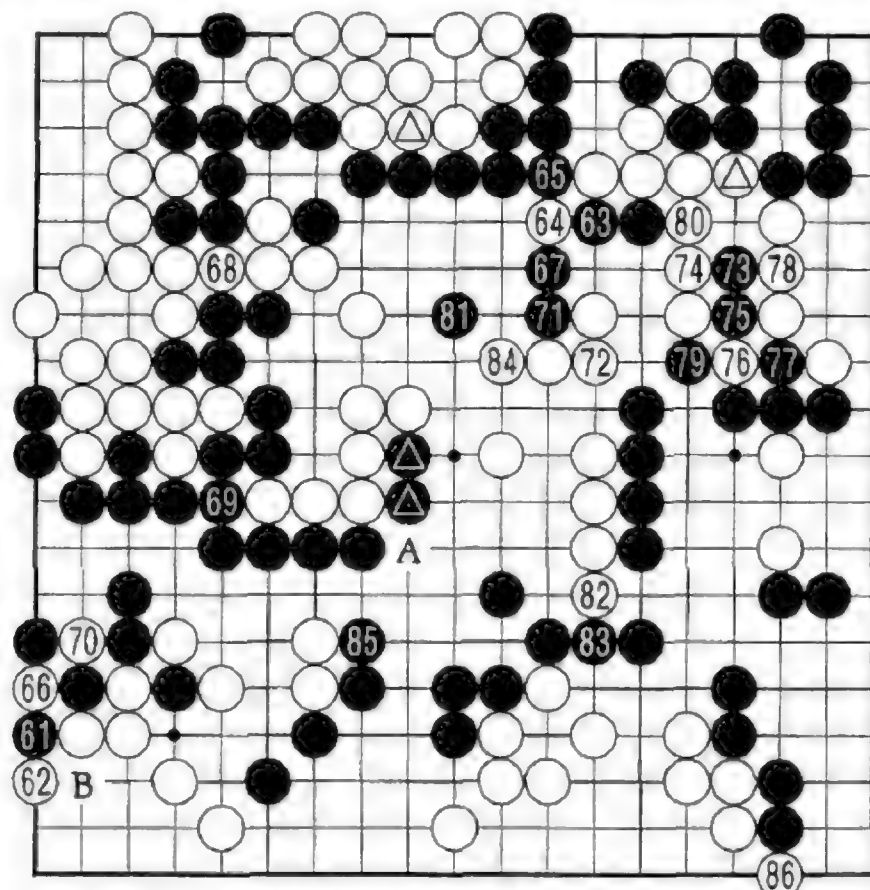
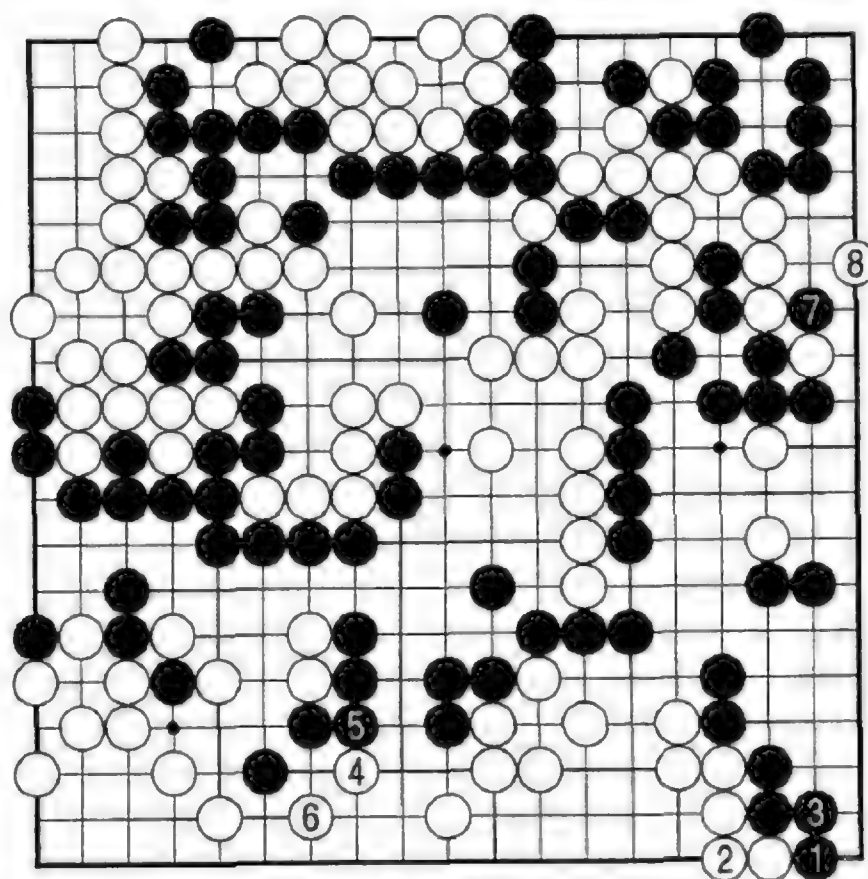


Figure 8 (161-186)

Figure 8 (161-186)

White 62 in response to 61 shows Cho as we know him — even in a favorable position he won't let up. White not only has more ko threats, he also reported that he was too attracted by the ko threat of cutting at A. White A would capture the two marked stones in sente. But even if White played 62 at B, his lead wouldn't be endangered, though that loses 2 to 3 points. Ch'oe finally resigned on seeing 86. If he continued the endgame as in *Dia. 19*, Black wouldn't be able to give the komi.



Dia. 19

After the game Cho commented that Black played only one exceptionally bad move: Black 69 in *Figure 4*. So in a sense Cho's bold play with 20 and 74 (the marked white stones in *Figure 8*) rebuked Ch'oe's careful play.

186 moves. White wins by resignation.

From Paduk Sept. 2001. Translated by Franz-Josef Dickhut.

Semifinal: Cho vs. Rin

The most interesting game from the final rounds of this year's Fujitsu Cup was actually the semifinal encounter between the eventual winner and Rin Kaiho. This was a game that featured one desperate struggle after another; most of the time, Cho held the initiative, but he himself admitted later that he was amazed at Rin's tenacity and counted himself lucky to win. Rin's play was indeed marked by an absolute refusal to admit defeat — if only we could all emulate his fighting spirit.

White: Rin Kaiho 9-dan (Japan)

Black: Cho Hun-hyeon 9-dan (Korea)

Played in Osaka on 7 July 2001.

Commentary by Imamura Toshiya 9-dan.

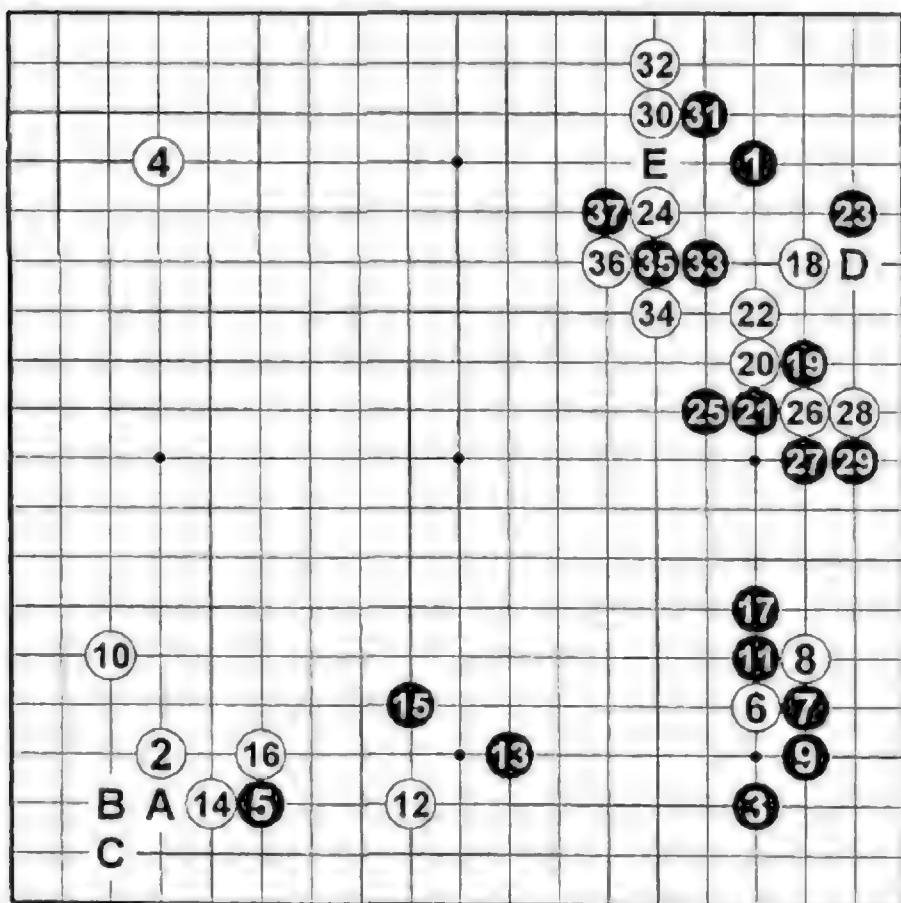


Figure 1 (1-37)

Figure 1 (1-37). Black's severe attack

Black's strategy is to build up the bottom right: he cuts at 11, then counters 12 with 13, which is an interesting move. If White plays 14 at 15, Black will settle 5 with Black A, White B, Black C.

White 24. Blocking at D would be a little submissive: Black would play 30 or 25, and either way White would be dissatisfied. White 24 is a good move — if instead White E, Black will start a fight by intercepting with Black 24.

When White descends at 32, Black counterattacks: his cut with 35 and 37 is severe.

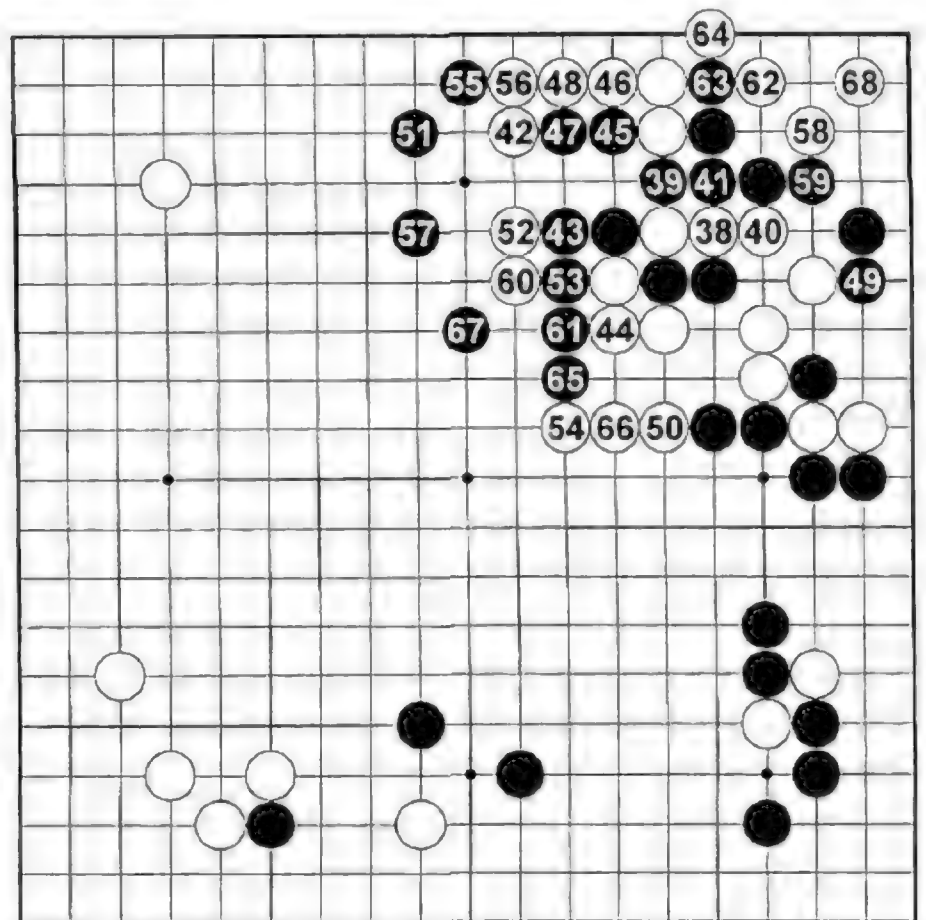


Figure 2 (38-68)

Figure 2 (38-68). A tough fight for White

With two weak groups, White is under more pressure than Black in this fight.

After 68, White is not yet completely alive.

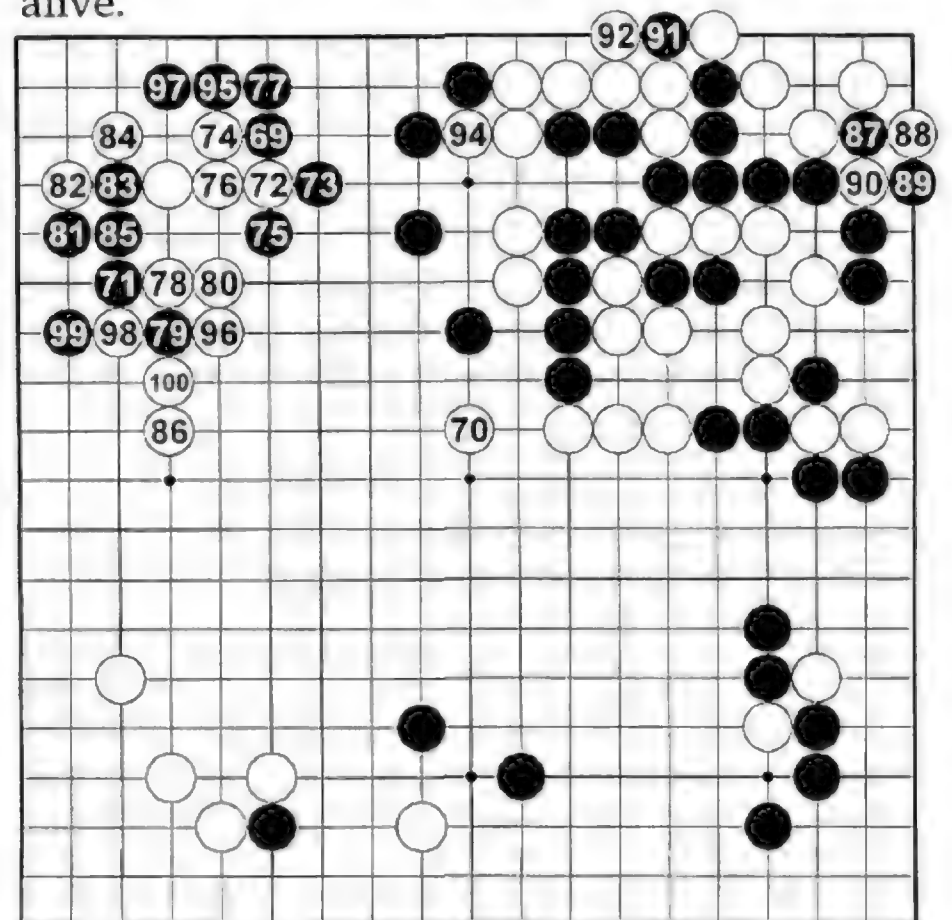


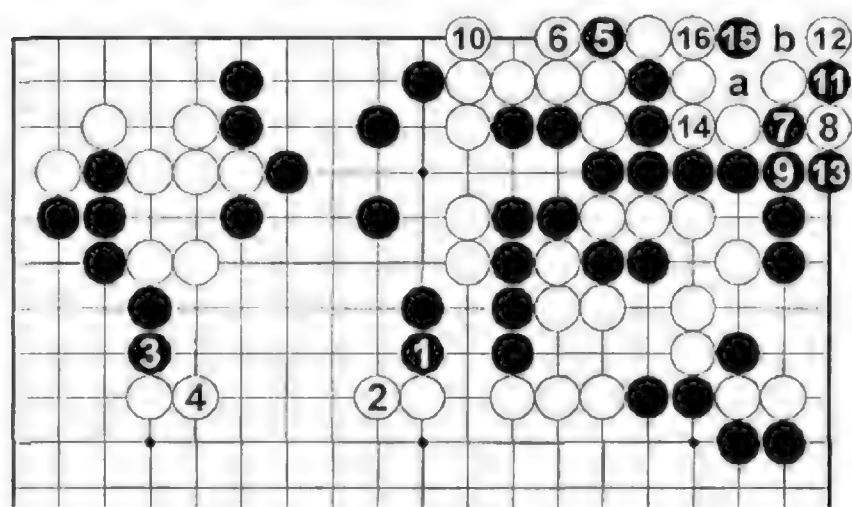
Figure 3 (69-100)

93: ko

Figure 3 (69-100). Black misses his chance.

White 70. White can't afford to answer Black 69 at 71 — the centre white group is too weak. After 88, Black starts a ko with 89. Actually, however, he had a better attack.

Dia. 1. Black first exchanges 1 and 3 for White 2 and 4, then attacks the group's eye shape. Instead of 89 in the figure, he connects at 9 here. White can't avoid a ko — if 14 at 11, the placement at 15 kills him (White 16, Black 'a', White 'b', Black 'a', White 15, Black 14). After 17, the result is a 'flower-viewing ko' (a one-sided ko) for Black. Cho overlooked the clever move of 9, which was discovered by the game recorder Kim Pyon-min 6-dan (a Kansai Ki-in player of Korean descent).



*Dia. 1: better for Black
17: at 11*

Black switches to 95: White can't block at 97, as he doesn't get two eyes in the corner.

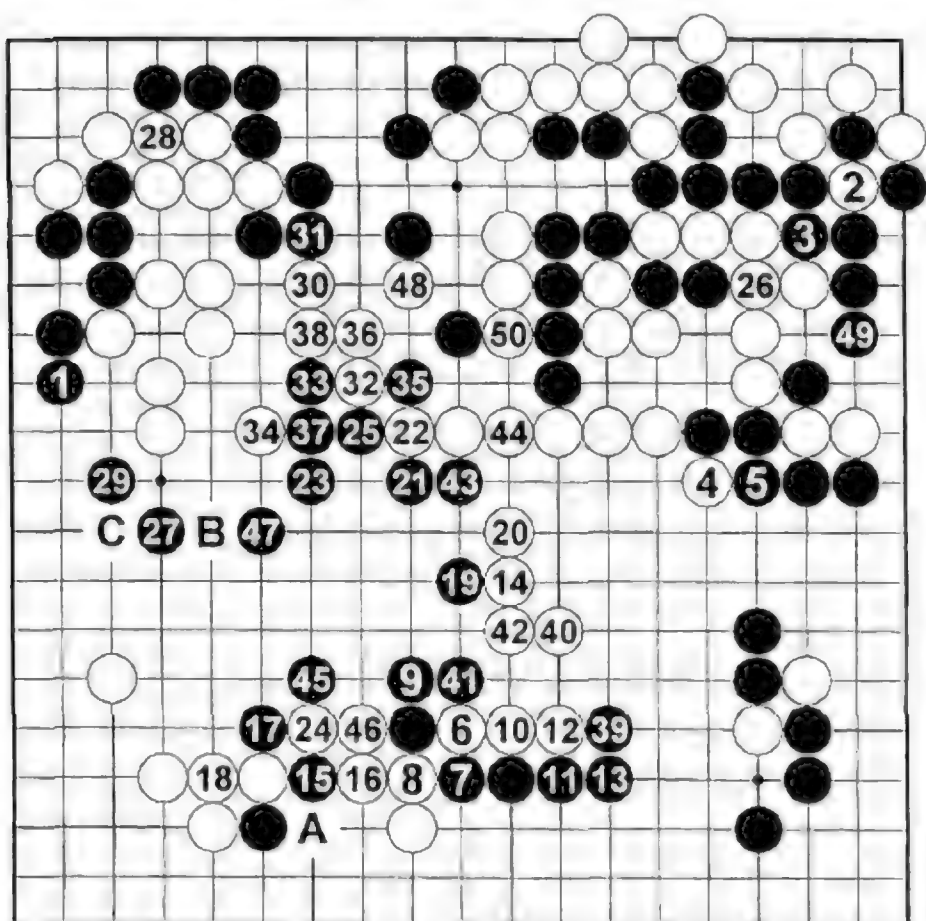


Figure 4 (101-150)

Figure 4 (101-150). Black still ahead

Black 3. Cho regretted not continuing to fight the ko by making a threat at 15 (White answers at A).

White 4 is a ladder block to stop Black

from playing 9 at 41.

With his top group safe, White's position has improved.

White 16. Bad shape, but a good move.

White goes for territory with 24, but White 25 would also be a good move. Black B and White C would follow.

Black 35. Cho entered byo-yomi; Rin had preceded him by several moves.

Up to 50, both sides link up. Black is still ahead.

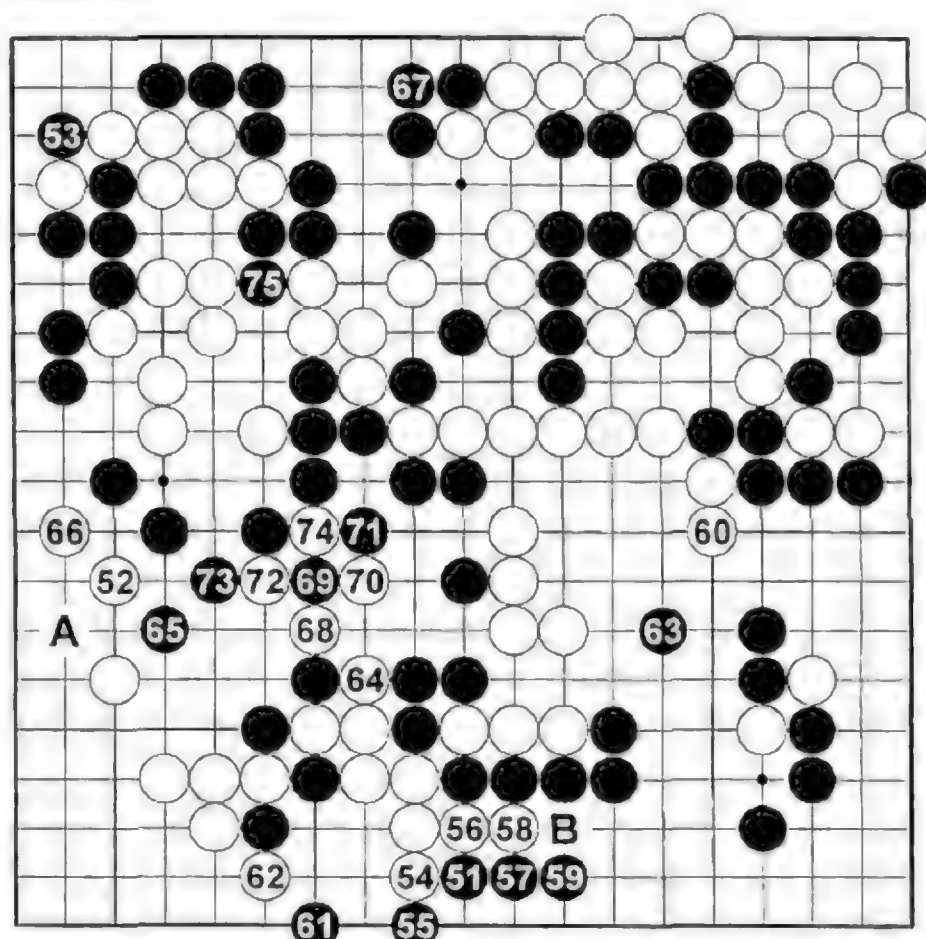
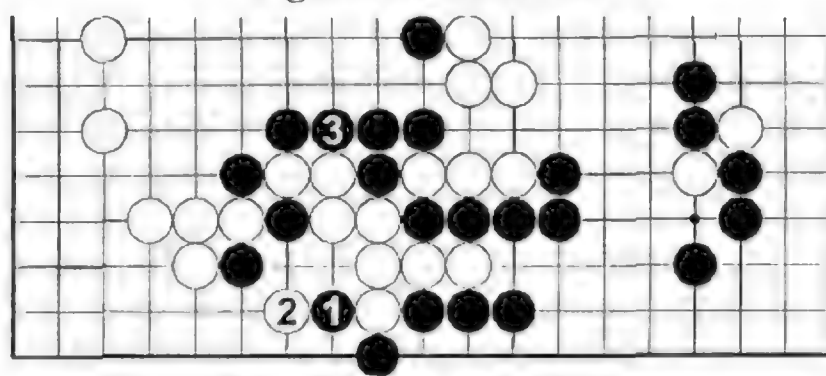


Figure 5 (151-175)



Dia. 2: centre thickness

Figure 5 (151-175). Cho falters.

Black 51. Black A is more urgent: permitting White 52 makes Black weak in the centre. Black 51 is not as big as it appears — even if White plays 57, Black defends with Black 59—White 58—Black B; later Black can push through at 56, making Black 64 sente.

Black 61. Black should have at 1 in *Dia. 2*; after White 2, Black 3 would make Black thick in the centre and probably give him a safe win (according to Imamura, this would put Black ahead by nearly ten points on the board).

When White hanes at 68, Black's thinness in the centre is painfully clear. Some of the players following the game thought that White might have upset Black's lead.

Black 69 defends against the wedge one space above 73.

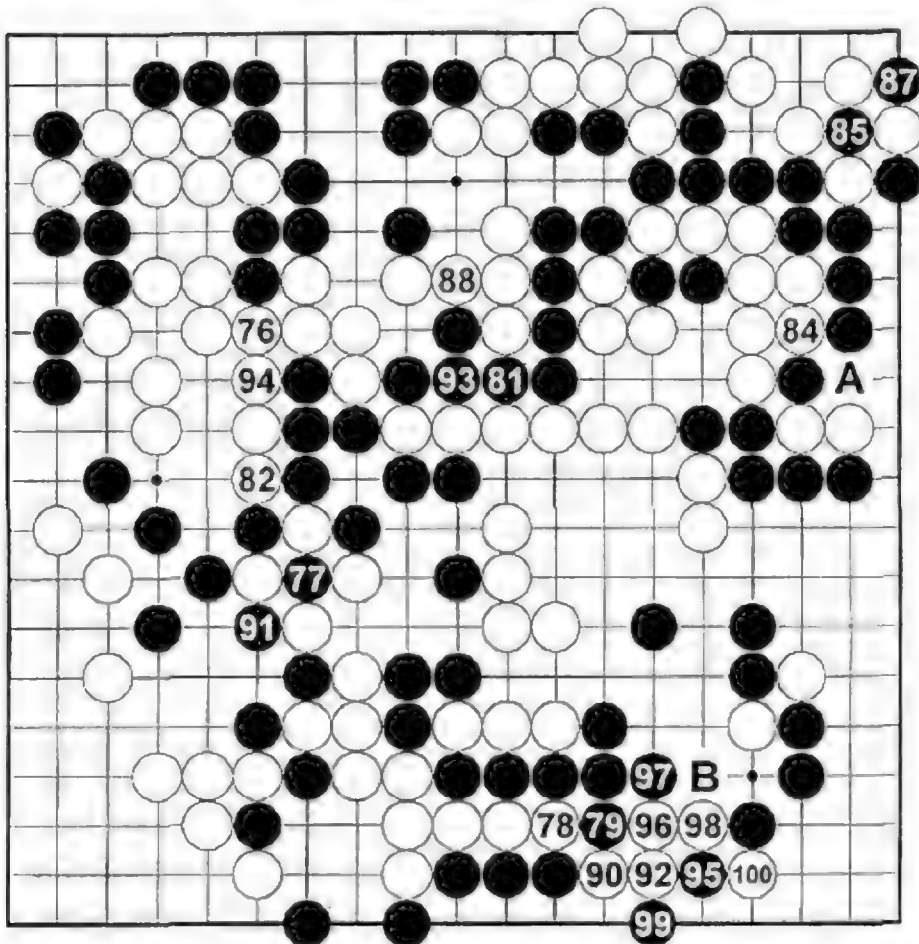
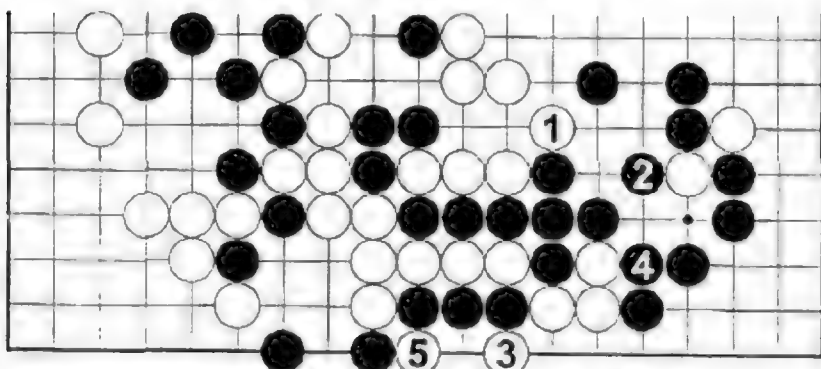


Figure 6 (176-200)

ko: 80, 83, 86, 89



Dia. 3: not enough for White

Figure 6 (176-200). Rin goes all-out.

Rin ignores the ko threat of 81 and cuts at 82. The game has been thrown into confusion. Cho ignores 90, so a trade follows, the result of which is very close to even.

White has to keep fighting with 98, even though this lets Black start another ko. The alternative is to secure his capture with White 1 etc. in *Dia. 3*, but next Black plays A in the figure and is ahead by seven or eight points on the board.

Black 99. If Black 100 instead, White plays B, complicating the game.

Figure 7 (201-250). No ko threats

Black 17. The correct move is Black 27 — then there would be no ko — but this slip

can be put down to byo-yomi.

White runs out of ko threats, so he has to give up his bottom group after Black 39. That decides the game.

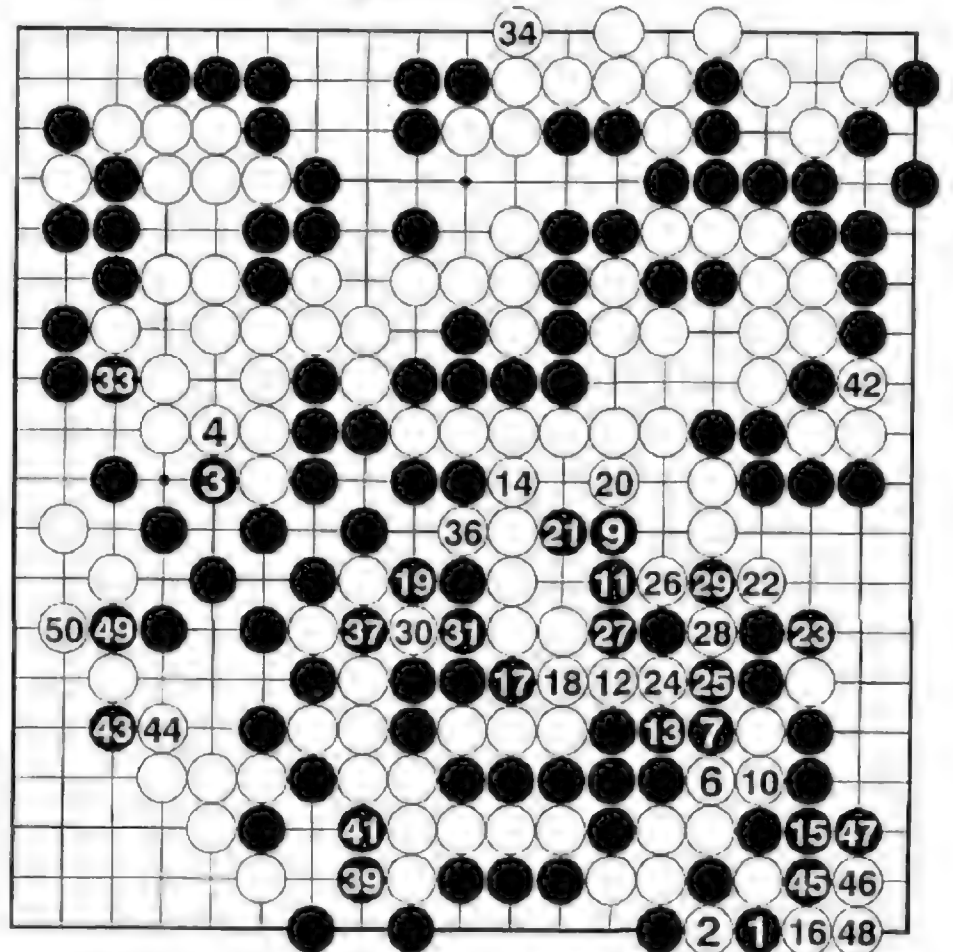


Figure 7 (201-250)

ko (at 2): 5, 8; ko (at 28): 32, 35, 38;

40: connects (at 29)

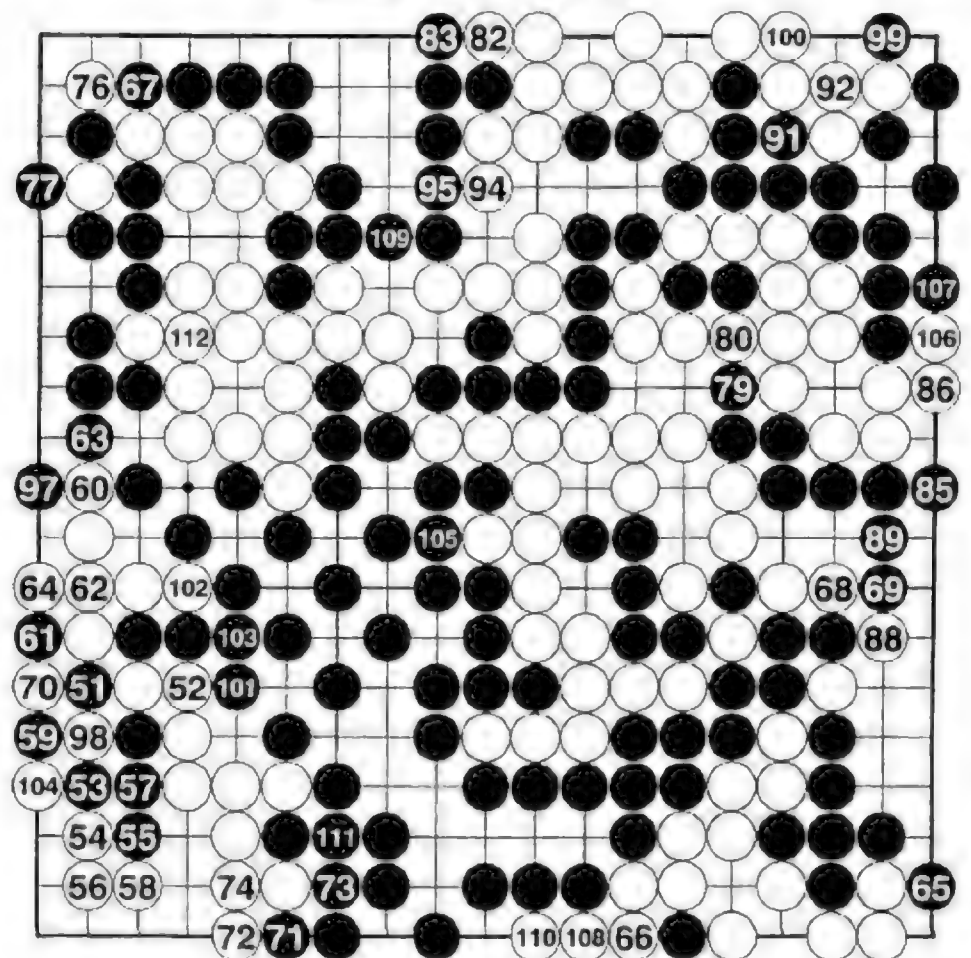


Figure 8 (251-312)

ko (at 61): 75, 78, 81, 84, 87, 90, 93, 96

Figure 8 (251-312). A great fighting game

The final ko fight in the bottom left is of interest, but doesn't affect the outcome.

In the introduction, we emphasized Rin's fighting spirit, but we shouldn't forget to give Cho credit for standing up to it. His

play was superb throughout.

Incidentally, this was the second game between these two. Previously they clashed in the semifinal of the 7th Fujitsu Cup; by coincidence, Cho, playing black also, won by

the same margin as in this game.

Black wins by 16½ points.

(Adapted from the Yomiuri Newspaper. Translated by John Power.)

Miyazawa Goro: The epitome of fighting spirit

Not for the fainthearted — that's one way to characterize the go of Miyazawa Goro 9-dan. Some players are content to play their standard fuseki patterns, build up strength, stake out their claims for their fair share of territory, indulge in an occasional skirmish on the borders, then decide the issue in the endgame.

Not Miyazawa. His strategy is based on attack right from the outset; when the first attack runs out of steam, he starts another; if that doesn't pan out, he switches back to the original attack. He has long had a reputation as the most aggressive player at the Nihon Ki-in and he deserves it. He will make attacks where hardly any other players would even dream of it.

Miyazawa has had some success in his career, but he has lacked that extra edge — perhaps a combination of luck and skill — that earns one a place among the ranks of the title holders. However, he has been doing quite well recently, playing in the first two Kisei leagues and the current Honinbo league.

Just in case the reader thinks we are exaggerating, we would like to present two games as evidence. The first, from this year's NHK Cup, is a good illustration of his style. Unfortunately, the suspense generated by his aggressive play is much greater on TV, when you can't look forward and see how things turn out, but even in print the game shows how entertaining his go is for the spectator.

We gained two strong impressions from watching Miyazawa's play.

1. There are very few territorial moves: nearly all his moves are aimed at attack or influence.

2. There are no josekis, that is to say, there are no moves played by rote. There is a strict criterion for each move: it must satisfy the exigencies of an offensive strategy. That means that Miyazawa sometimes switches elsewhere after the first or second move of a 'joseki'. Ideally, pros don't play 'josekis': they look at the board with fresh eyes each move. Even when a Meijin or Kisei ends up playing a move we all know, a joseki we've memorized, professional commentators like to point out that it's not the same: the content of the move is different. This reminds me of a comment Michael Redmond made many years ago: when he became an insei, his first job was to forget all the josekis he'd memorized as an amateur. The implication is that professionals don't play memorized moves: they create something new.

White: Miyazawa Goro 9-dan

Black: Rin Kaiho 9-dan

Komi: 5½; time: 30-second byo-yomi + ten minutes in one-minute units.

49th NHK Cup, Round 1. Telecast on 1 July 2001. *Commentary by Kudo Norio 9-dan.*

Figure 1 (1–50). *Keyed to attack*

White 10. The first distinctive Miyazawa touch. Instead of playing a joseki with White 11 or A, he goes for influence. Already the game is out of the books.

White 16 aims at stopping Black from settling his group. The ordinary move would be extending to White 45.

Black 25. Rin is fond of a fight himself, so the game is already guaranteed to be a spectacle.

White 30 is another aggressive move: Miyazawa is insisting on a fight.

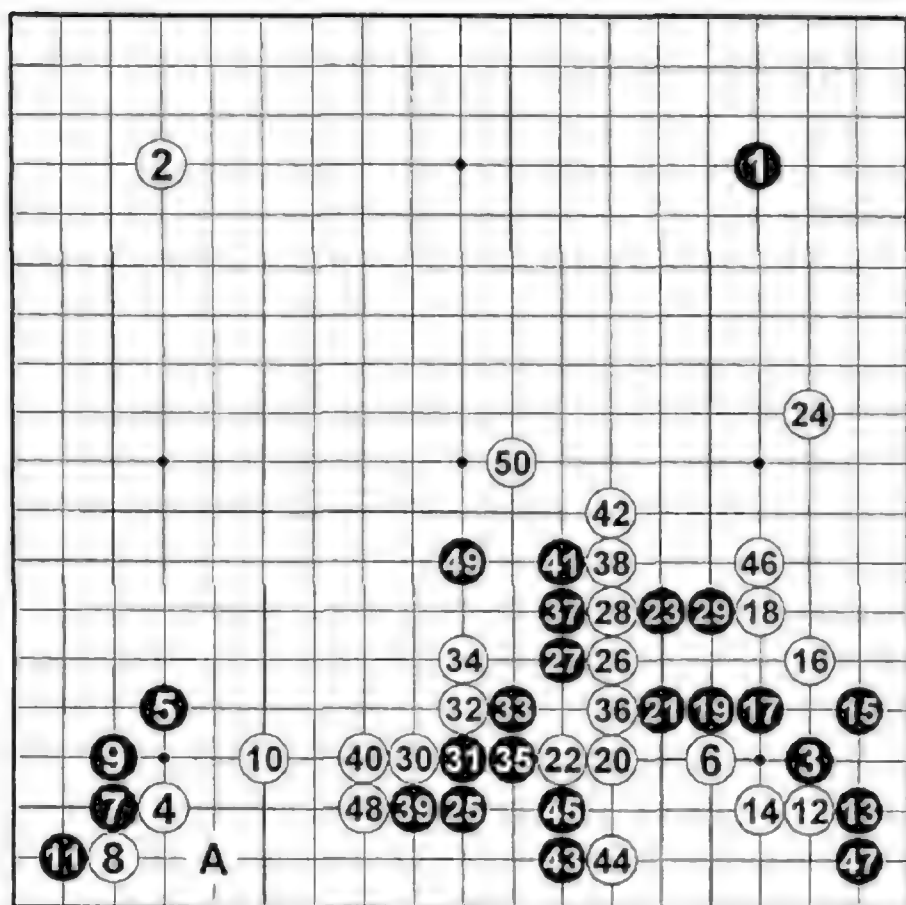


Figure 1 (1-50)

Black 37. This kind of move, helping the opponent to split one's own forces into two, is usually taboo, but Black has no choice. He succeeds in pulling his group out into the centre up to 49, so the sin of 37 is minor.

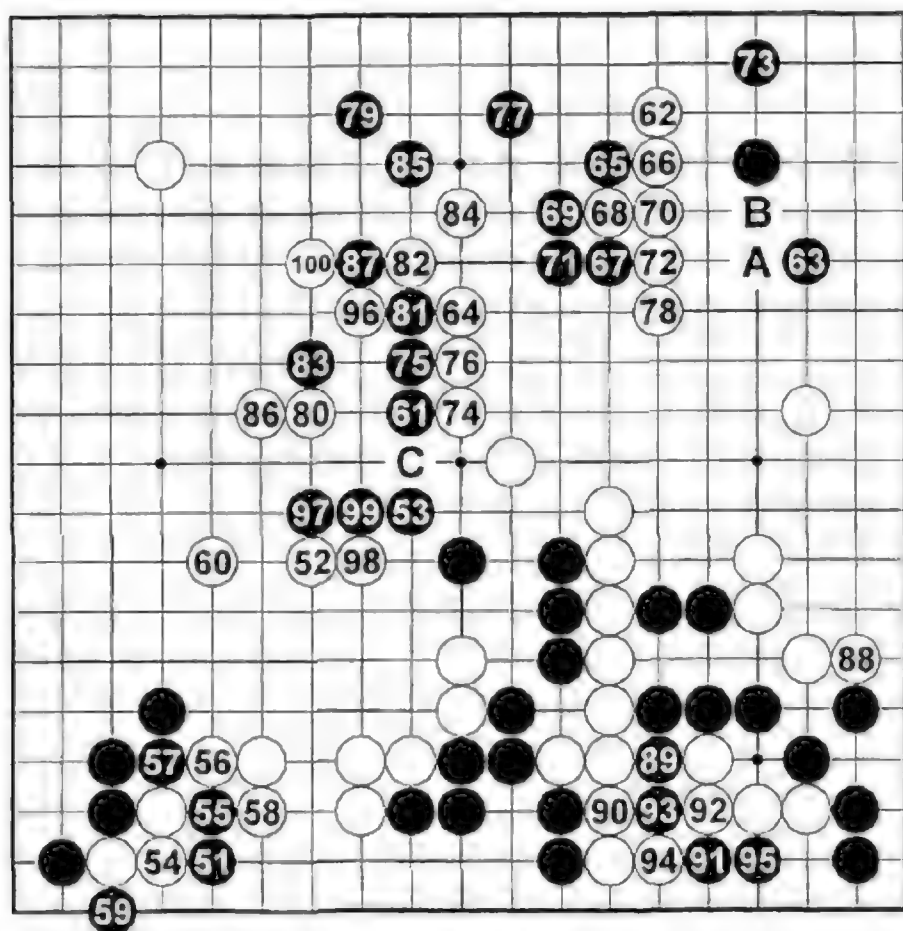


Figure 2 (51-100)

Figure 2 (51-100). Rin deftly parries the attack.

The focus of the play in this figure is the status of the black group at the bottom. If Black plays first there, he can make two eyes; if White defends at 90, Black can't get two eyes on the edge. However, his group

seems immune from attack after 61.

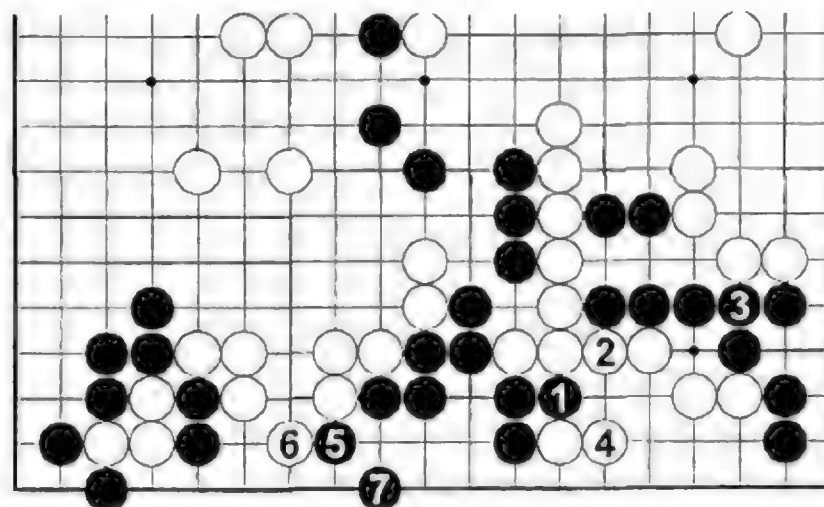
With 62, the game seems on the point of moving into 'normal' channels, that is, with the players staking out positions before engaging in more fighting. However, any expectation of this kind is betrayed by White 64, a move that it's hard to imagine any other player making as a follow-up to 62.

Miyazawa's aggressiveness stirs Rin to respond in kind with 65, which takes aim at White's own thinness. Black handles the fight well, finding time to take profit in the corner with 73 and also building up his position at the top up to 79.

Actually, White 78 is another move that illustrates Miyazawa's style. Kudo commented that he would take sente with 78 at A, forcing Black B, then play at White 79. Miyazawa presumably dislikes makeshift moves like A, as they are too thin.

White lashes out at the same group for the third time (after 30 and 64) with 80. Black is ahead in territory, so White's only hope is attack. White 80 aims at wedging in at C.

Once again Rin cleverly handles the attack, making good shape up to 87. He now figures that his group is strong enough to take profit at the bottom with 89, though that provokes White 90. If Black were worried about his group, he would follow *Dia. 1*, being satisfied with less profit. (If White 4, Black gets eye shape with 5 and 7.)



Dia. 1: safety-first

After 95, Black has three corners, so he is way ahead in territory.

However, White 96 is very severe. Needless to say, it is aiming at the wedge of C, which is why Black switches to 97. In retrospect, Black probably should have contented himself with living as in *Dia. 1*.

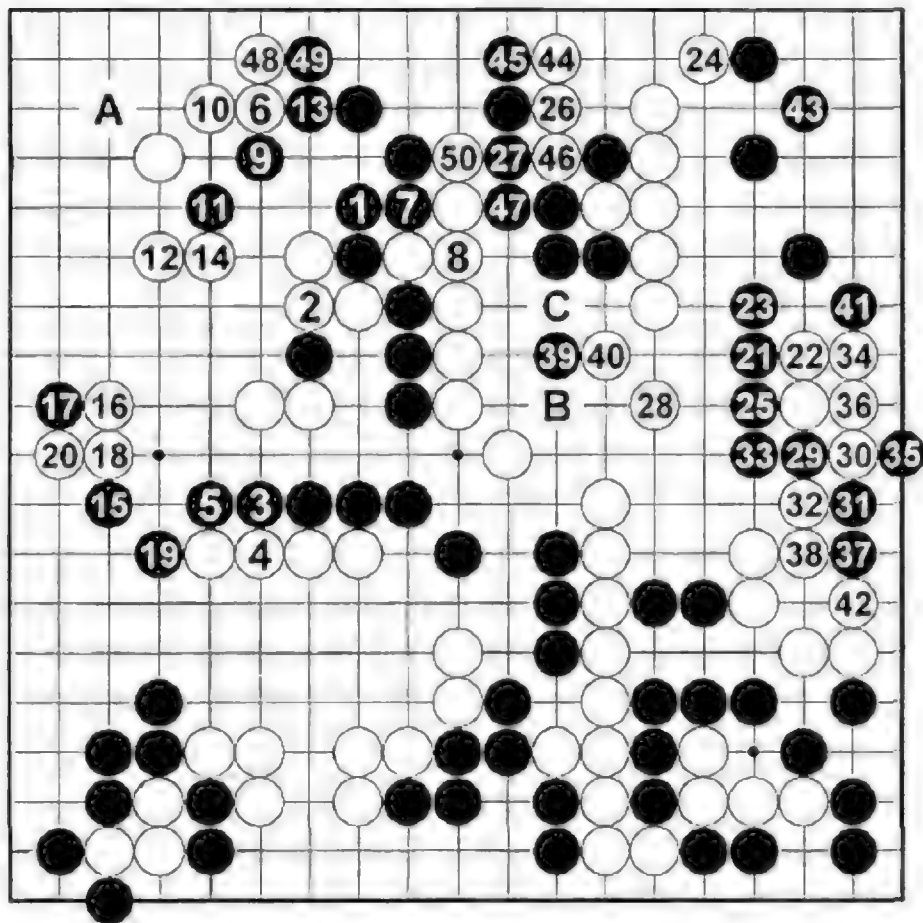
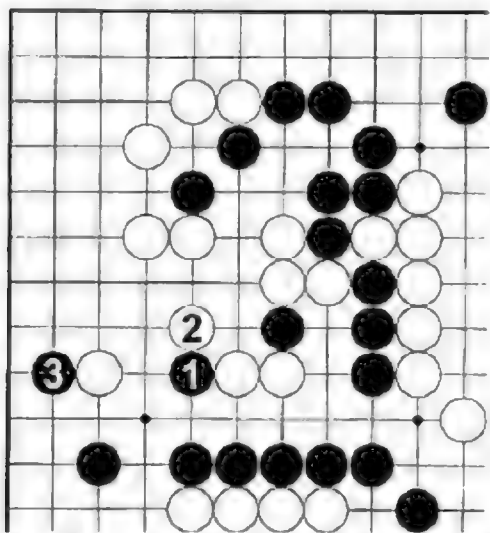


Figure 3 (101-150)



Dia. 2: a necessary precaution

Figure 3 (101-150). Rin's fatal mistake

White 6-14. White takes profit by harassing the black group: for the first time, Miyazawa is using his attack to take territory. After the game, Rin commented wryly: 'Where did all this territory come from? I wonder if I could have invaded at A.' Apparently not, as White 48 is sente.

The game didn't look easy for Black after White 16, but Rin turned it into a definite loss with the overplay of 17. He overlooked White's counter at 18, which forces Black 19 to save the big group. Permitting White 20 is fatal. Compared to simply playing 17 at 20, Black had lost five points, according to Rin, who commented that he had to start out with Black 1 in *Dia. 2*, which forestalls the wedge.

Black makes a last stab at victory with 21 etc., but White makes no mistake in wrapping up the game.

White 40 is a good move: Black can't extend at B because of White C.

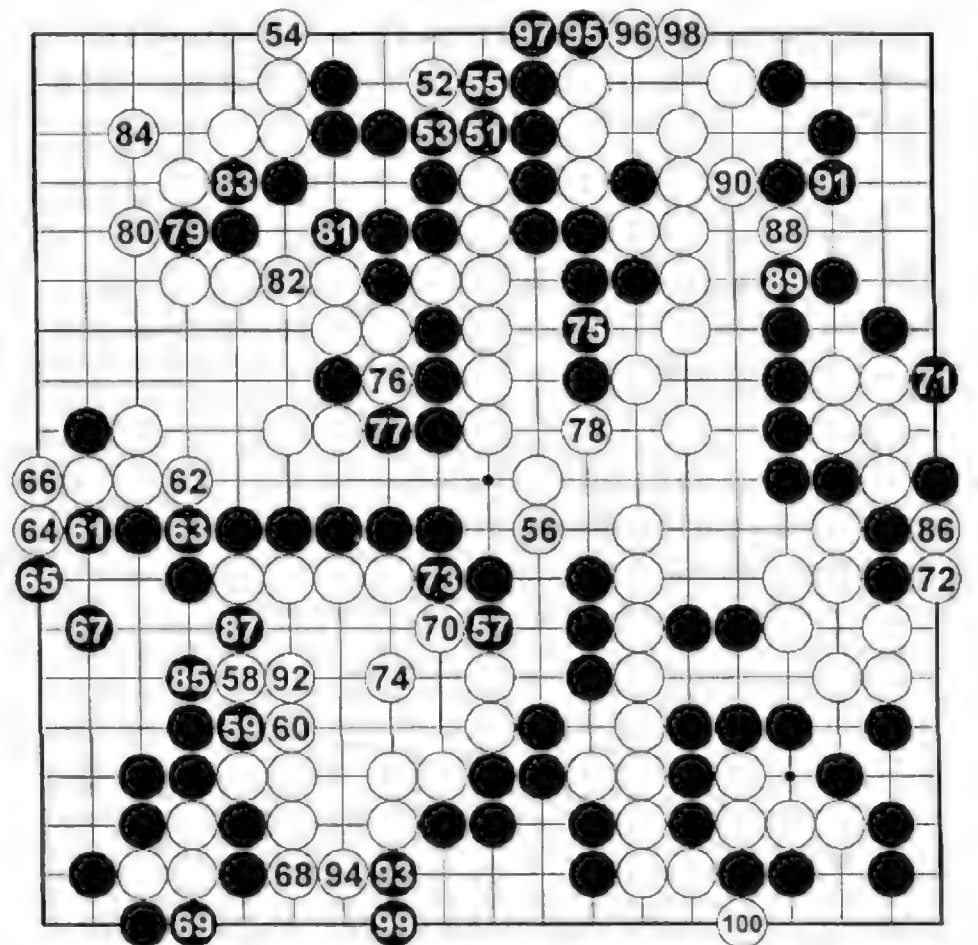


Figure 4 (150-200)

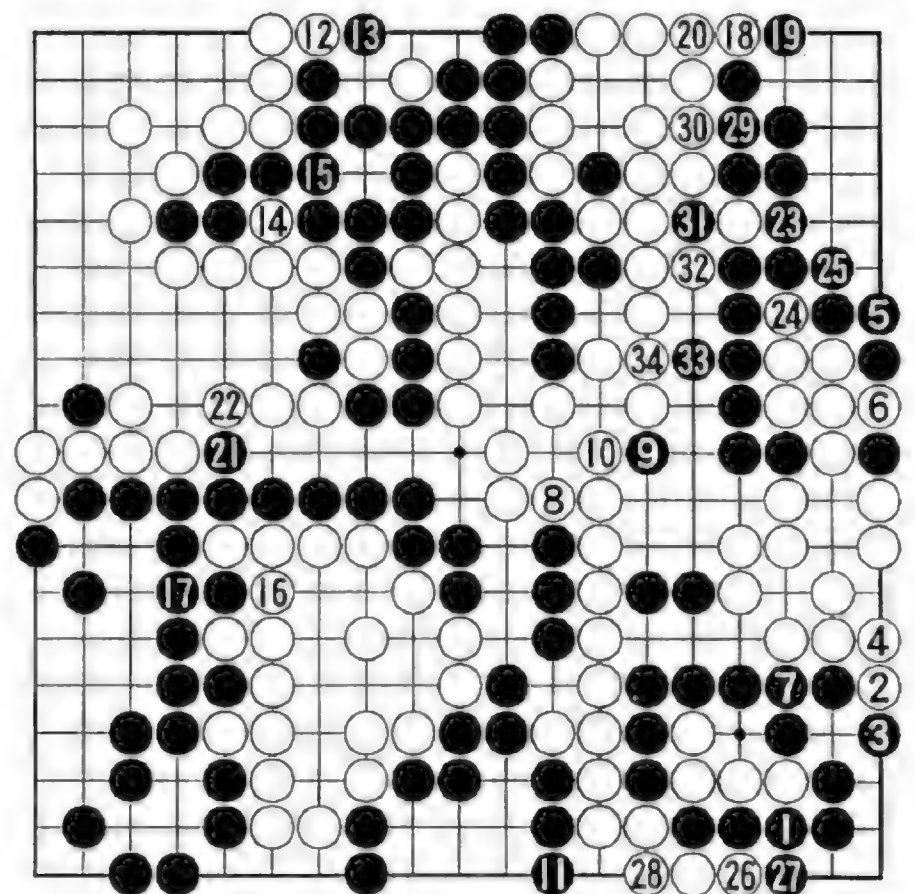


Figure 5 (201-235)

35: connects (right of 31)

Figure 4, Figure 5. A triumph for Miyazawa

White wins by 6½ points.

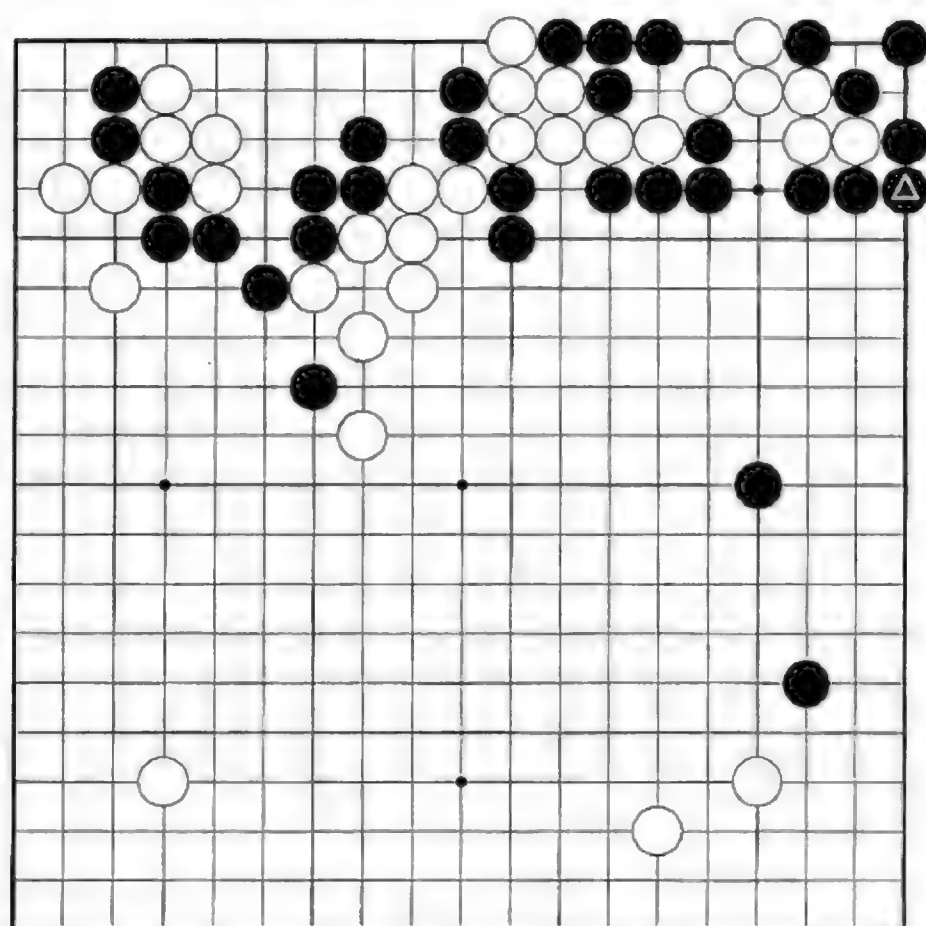
(NHK TV & Go Weekly, 16 July 2001)

Usually players who over-emphasize attack don't do very well at the top professional level, as top players are naturally all experts at handling attack. That may explain why Miyazawa hasn't won a top-seven title (he has won the Shinjin-O or King of the

New Stars title twice). However, whether things go well or badly for him, his games are always full of drama, and this should be enough to satisfy go fans.

Speaking of drama, our second game is not lacking in that department either.

Miyazawa vs. Mimura



Which side is winning?

This is the position in the Miyazawa-Mimura game from this year's Kisei league after 65 moves. Black 65 (the marked stone) secures the capture of the white group here.

Black has clearly scored a major success. Will White resign?

The answer is no. The reason: White, who was Miyazawa, was full of confidence in his position. To professional eyes, White has the lead and wrapping up a win is simply a matter of technique. In less than 70 more moves, the game was all over.

Our commentary provides the explanation.

White: Miyazawa Goro 9-dan

Black: Mimura Tomoyasu 9-dan

Komi: 5½; time: 5 hours each.

Played on 12 July 2001.

Commentary by Yo Kagen 9-dan.

Figure 1 (1-39). Black misses his chances.

White 16 is dubious. Black 17 and 19 are

severe, so, instead of 16, White should exchange White 17 for Black A, then play at 18.

White 22. Cutting is natural — White could live by blocking at 30, but that would be painfully submissive.

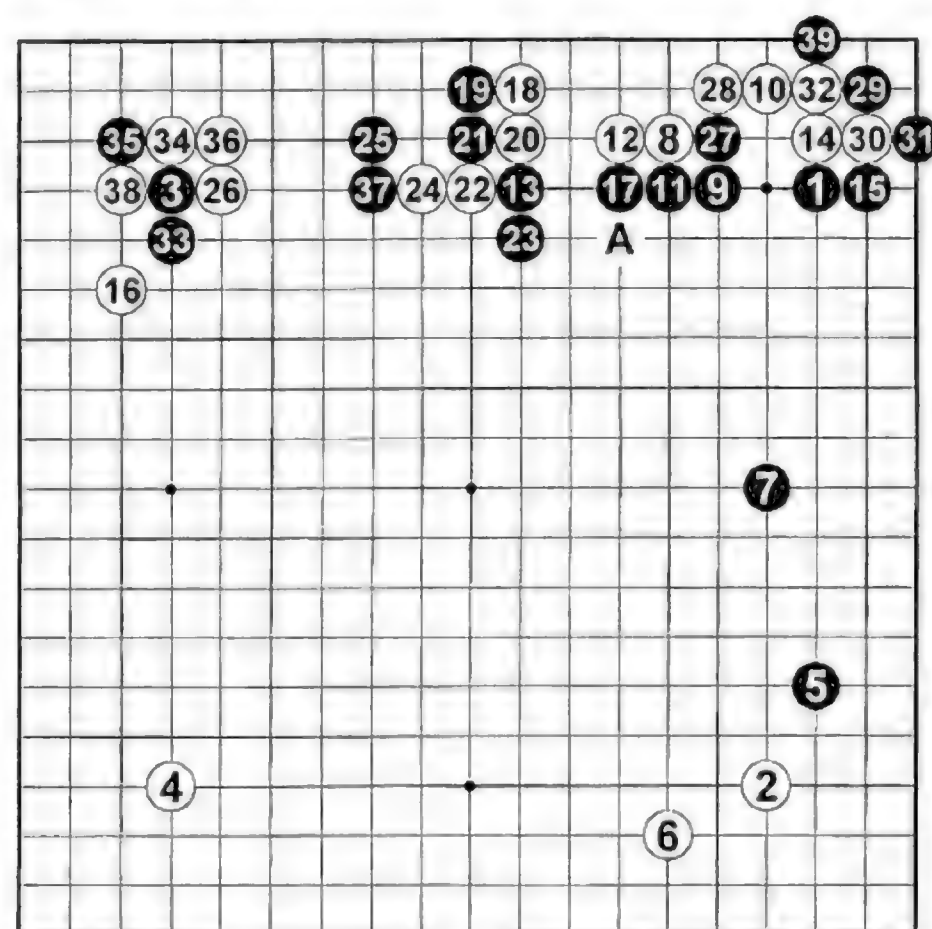
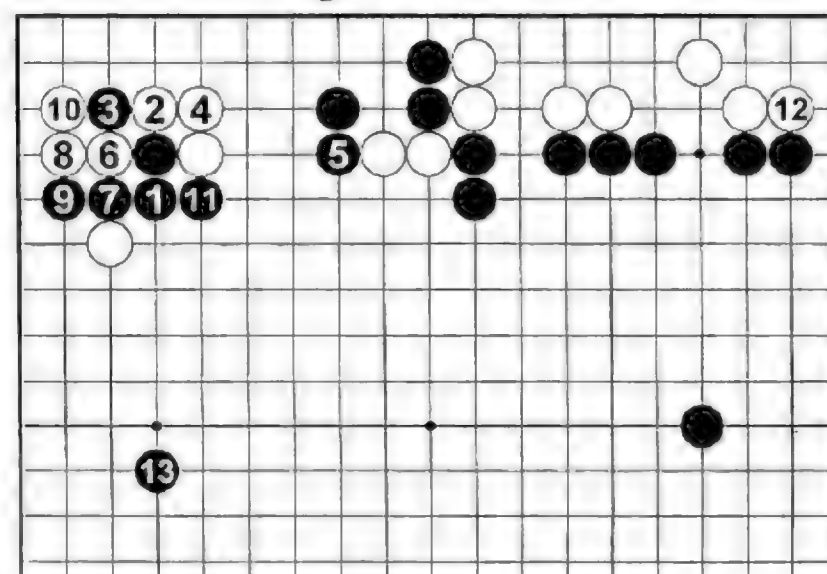


Figure 1 (1-39)



Dia. 1: good for Black

Having played 22 and 24, continuing with 26 is the natural momentum. Instead of attacking the corner group immediately with 27 and 29, Black should first play 1 etc. in the top left in *Dia. 1*. White would then have no choice but to live with 12, so Black could switch to 13. This would give Black a definite lead.

White 30. White should switch to 34 immediately.

Black 39 is another chance to play 1 etc. in *Dia. 1*. The result would be even better for Black, as White's top right corner has been reduced. Black 39 lets Black in for a tough game.

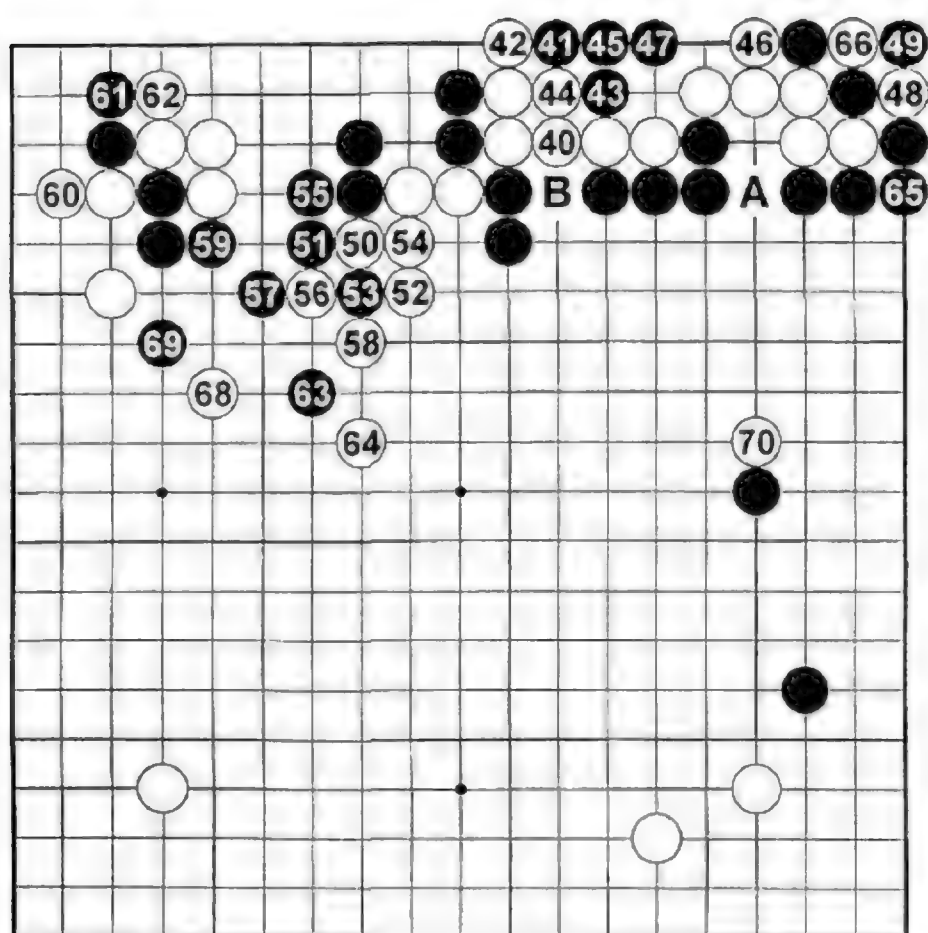


Figure 2 (40-70)

67: connects

Figure 2 (40-70). Appearances are deceptive.

Black 41 to 49 proceeded as Mimura had planned, but White's next move probably took him by surprise. Instead of starting a ko with 50 at 66, White sets his two stones in motion with 50. The continuation to 59 seems to be forced.

A comparison with *Dia. 1* shows that Black has done badly. He has given White the ponnuki of 58 and has missed his chance to break through on the left side with 7 etc. in the diagram. True, he captures the white group at the top right with 65, but it has a lot of aji left at A and B. White will have no trouble exploiting this aji, so the conclusion is that the game is favourable for him.

The Yomiuri go writer reported that at this point he had thought that White had suffered a major setback, in fact, that he had collapsed. He couldn't understand why Miyazawa looked so untroubled.

The reason is that he was looking forward to attacking at 70. Because of his bad aji above, it's very hard for Black to mount effective resistance to this move.

Figure 3 (71-100). Disaster for Black

The combination of 70 in Figure 2 and 72 here decides the game. White's aim is to make the capture above a *semedori* (that is, to force Black to add stones to remove the

group from the board). To avoid this, Black had no choice but to play 73 at 1 in *Dia. 2*, according to Yo Kagen. Even so, White gets a good result, but Black might still be in the game.

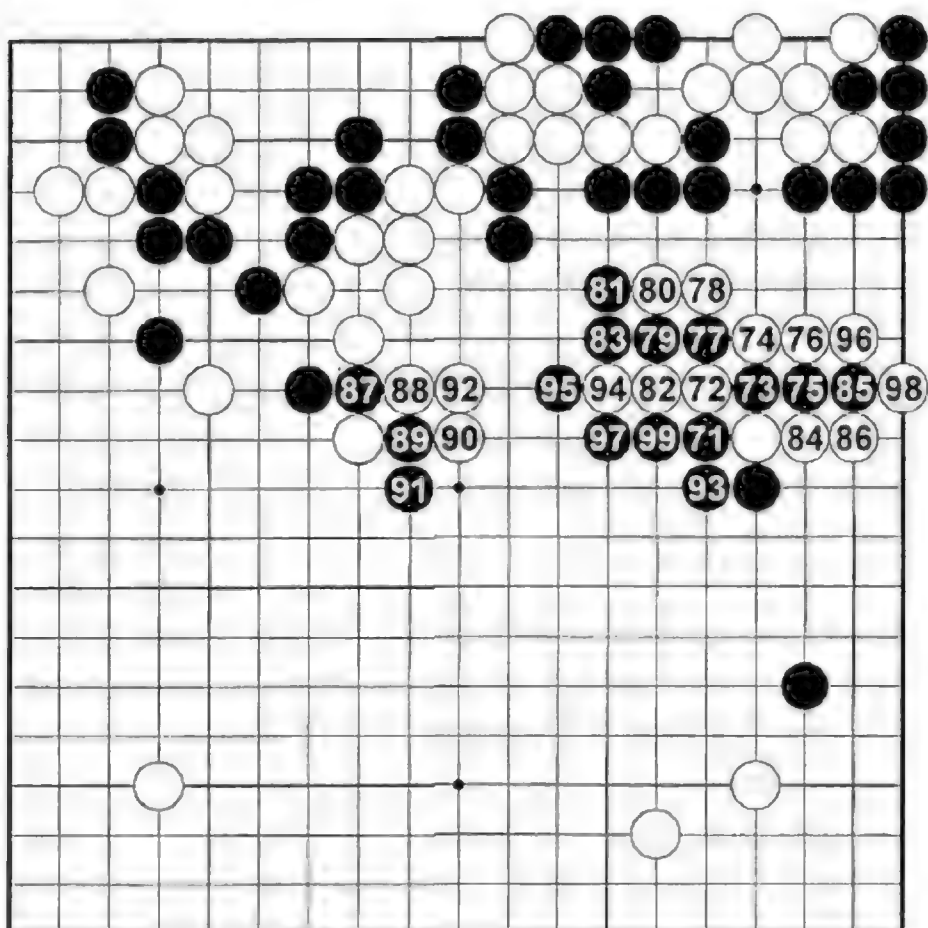
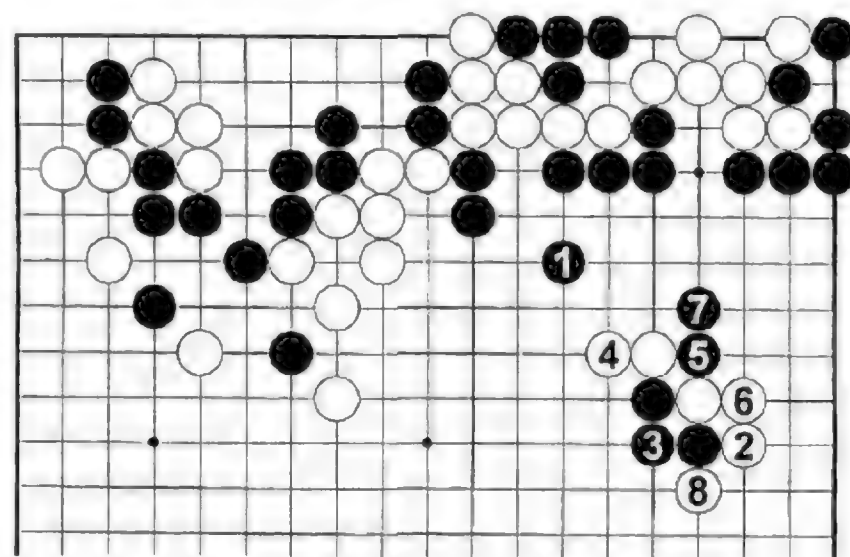


Figure 3 (71-100)

100: connects



Dia. 2: an improvement for Black

The result in the figure is too good for White. Black's capture at the top is worth a mere 30 points; moreover, it's his only territory.

Black 75. Not being able to capture at 84 is funny; if Black does do so, however, White will atari at 75, forcing Black to connect, which is too painful (White has a wealth of ko threats at the top); at the same time, a *semedori* will become more or less unavoidable.

Black 79. For the same reason, Black can't capture at 82.

Up to 86, White gets a superb result. This

is equivalent to collapse for Black: he could resign here and now.

Black 87 and 89 try to exploit the various forcing moves Black has against 72 and 82, but he is unable to pose a real threat to White.

Figure 4 (101–134). *Winning through losing a group*

Attacking with Black 7 doesn't work, but using 7 to forestall the cut of White 10 is another move that is too painful to play.

Black resigns after White connects the ko with 34. If Black next connects to the right of 33, he wins the capturing race by one move, but then White will play around A at the bottom, taking a big lead. On the other hand, if Black plays at the bottom, at B, for example, the capturing race becomes an approach-move ko for White. That would be hopeless, so resignation is the only way out.

Yo 9-dan's final comment: in professional go, the side that tries to capture a group usually gets the worst of it. This game is a striking example.

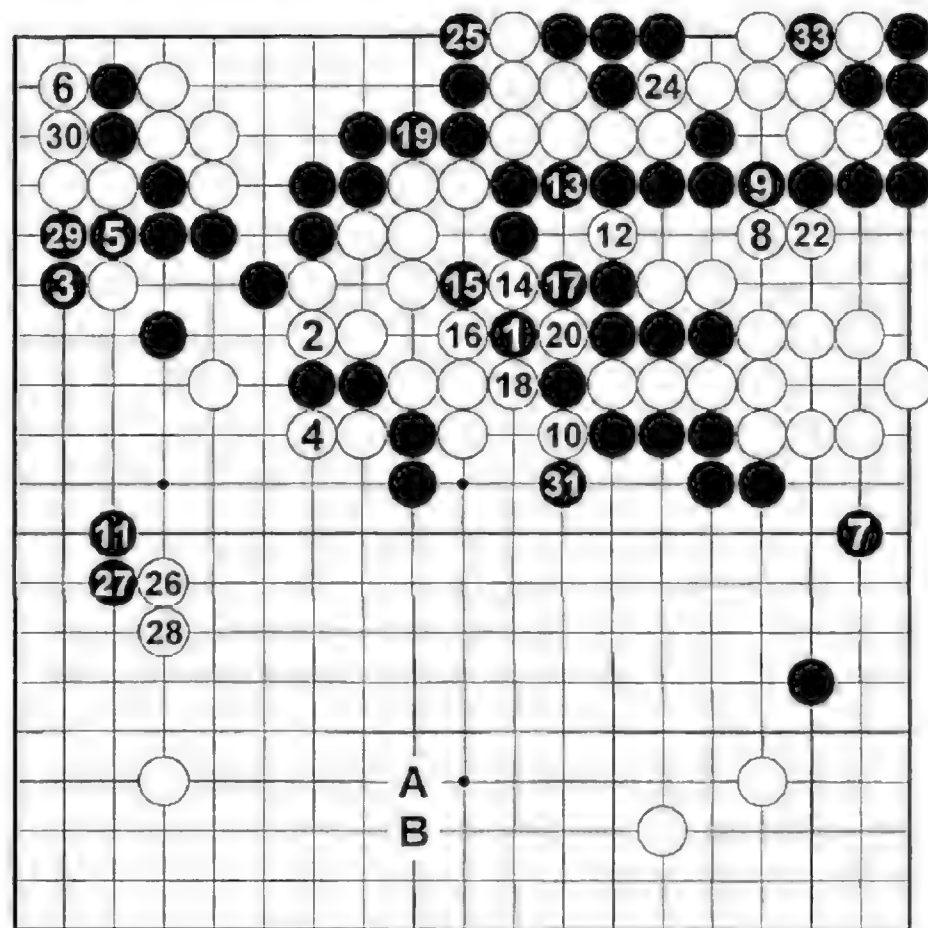


Figure 4 (101–134)

21: connects (at 14); 23: ko (below 20);
32: ko (at 20); 34: connects (below 20)

Black resigns after White 134.

(Adapted from the Yomiuri Newspaper by John Power)

Yi vs. Yi in the Samsung Cup

This is a clash between the two Yis in the 6th Samsung Cup. Yi Se-tol, who turned 18 on 2 March this year, looked as if he might be the player to dethrone Yi Ch'ang-ho (all of 26 as of 29 July) when he took a 2–0 lead against him in the final of the 5th LG Cup. In fact, if the remaining games had been played immediately, we would probably have seen a new teenage world champion, but there was a break of nearly three months. When the match resumed, the older Yi staged a dramatic come-from-behind victory.

White: Yi Ch'ang-ho 9-dan

Black: Yi Se-tol 3-dan

Played in Korea on 10 October 2001.

Komi: 6½. Time: 3 hours each.

Commentary by Ryu Shikun 7-dan.

Figure 1 (1–43). *A good start for Black?*

Black 25 may seem too wide, but in a sense you could say it invites 26 and looks

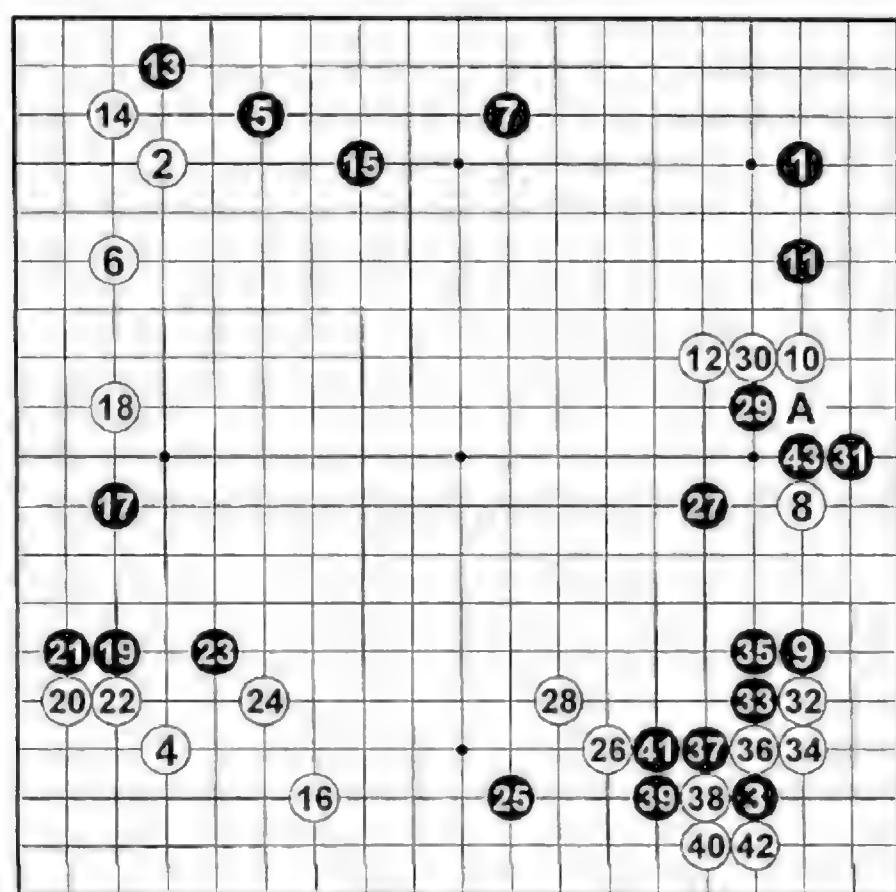


Figure 1 (1–43)

forward to attacking with 27 and 29.

White 30. White A is also possible: Black plays 30. White of course plans to seek

sabaki with 32 next when he plays 30, but after 43 the game seems just a little easier for Black.

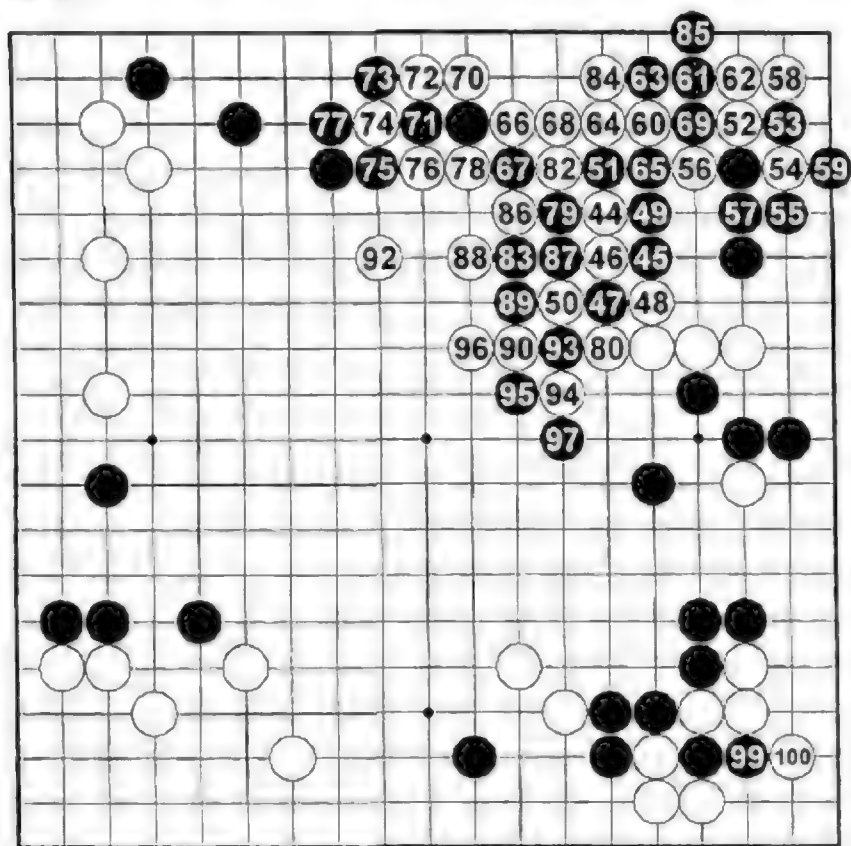


Figure 2 (44-100)

81: connects (at 74); 91: captures at 47); 98: ko

Figure 2 (44-100). An inimitable style

Black 45-47 is distinctive. According to the Japanese conventional wisdom, playing like this with an unfavourable ladder is inconceivable. Se-tol certainly has an entertaining style.

This is an excellent game. The clash between Ch'ang-ho's *sabaki* and Se-tol's attack from 52 on is impressive.

Black 65 is a strong move. Black is saying to White: if you play 66 at 69, you die. That's why Ch'ang-ho switches to 66. White's cutting at the root with 76 is also clever. I believe both sides are playing the best and strongest moves around here.

The only thing is that Ch'ang-ho probably didn't bargain on his other group coming under attack with 93 and 95.

Figure 3 (101-145). Dubious play by Black

White is woefully short of ko threats and so has to compromise with 8 and 10, but Black clearly takes the lead with 9.

However, I can't approve of Black's play from 11 on. Provoking White 12, then playing 23 and 25 creates a disagreeable atmosphere. Instead of 11, Black should have played lightly with Black 16, White 13, Black 15. Without the 11-12 exchange in the figure, Black 23 easily copes with the attack of

White 22.

Even so, Black 33 is a sharp move — the game is not yet bad for Black.

Black 43. Persisting with the ko — he has a threat at A — would have caused White more trouble.

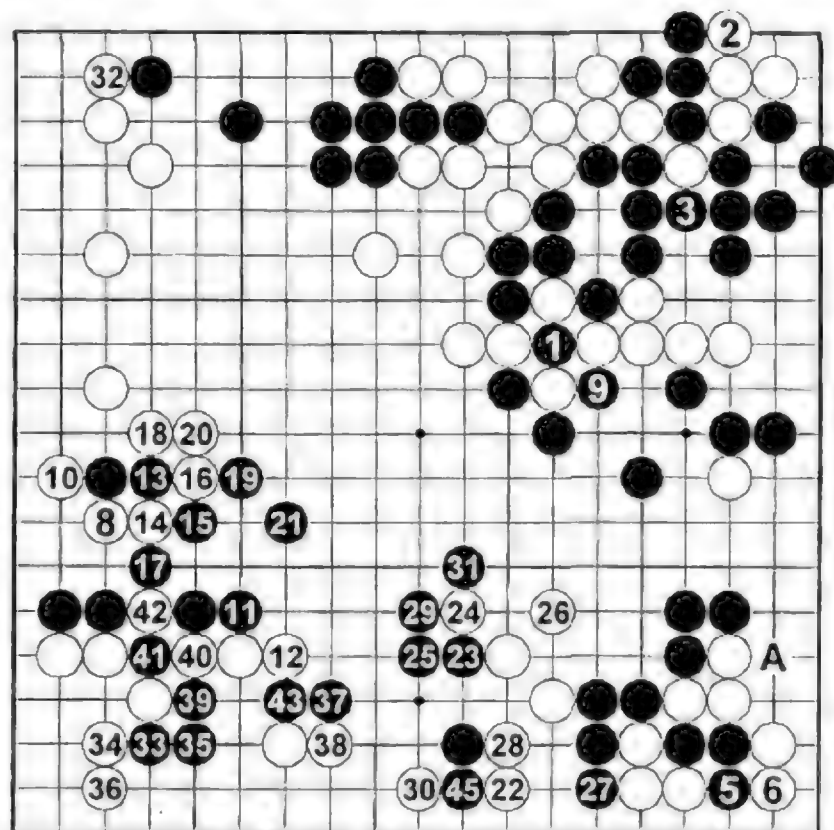


Figure 3 (101-145)

4: ko; 7: ko; 44: connects

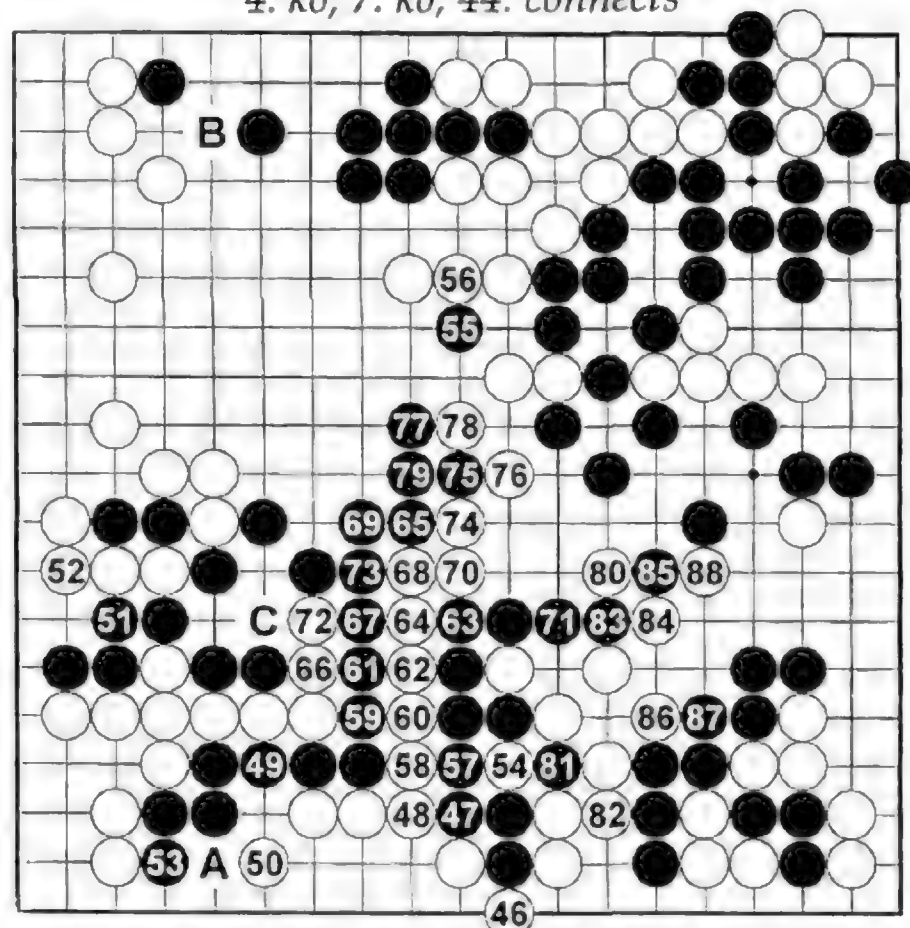


Figure 4 (146-188)

Figure 4 (146-188). An upset

Black 53 is probably the losing move: he had to defend at 61. If White A, Black plays B and wins.

The sequence from White 54 is like a runaway train: it's unstoppable. White can play at C, but, more important, 80 traps the black group.

Black resigns after White 188.

Concluded on page 47

The 56th Honinbo Title Match, Game Seven

O Meien vs. Cho U

This year's Honinbo title match was a tight struggle between two Taiwanese players, the 21-year-old challenger Cho U, the youngest player ever to challenge for a best-of-seven title, and the 39-year-old title holder O Meien. After splitting the first six games (each player having won with black) the title was going to be decided by the seventh and final game. Since the winner in each of the previous games had black, it seemed that the one who got black would have the advantage. But after a closely fought game that could have gone either way, it was O, playing white, who emerged victorious.

Game Seven

White: O Meien Honinbo

Black: Cho U 7-dan

Komi: 5½ points; time: 8 hours each

Played on July 17 & 18, 2001.

Commentary by O Meien.

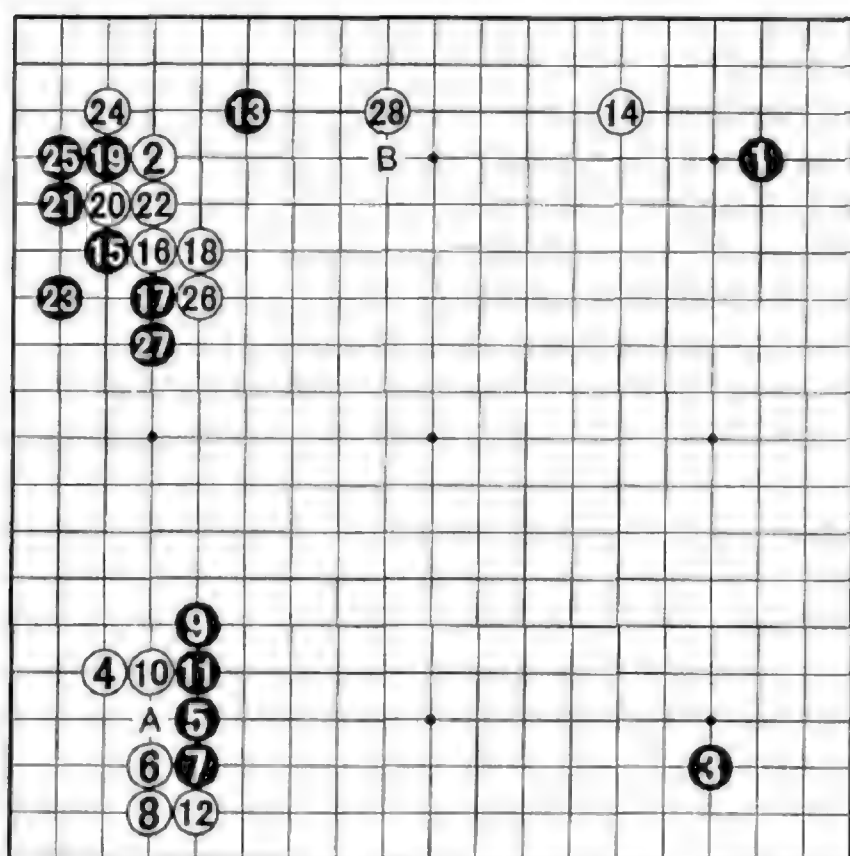


Figure 1 (1-28)

Figure 1 (1-28). *Black is developing smoothly.*

This was the first time I ever descended to 8 in this joseki. Up to now I had always pushed up to A, but in that case, there would be a fierce competition for dominance in the center. This was the final game and, since I had white, I was determined to play a solid game.

Cho made two approach moves on the left side

with 13 and 15. There were a lot of negative comments about 15, but I don't agree with them. Black is developing smoothly. If I had thought White had the advantage, I would have played White 28 at B.

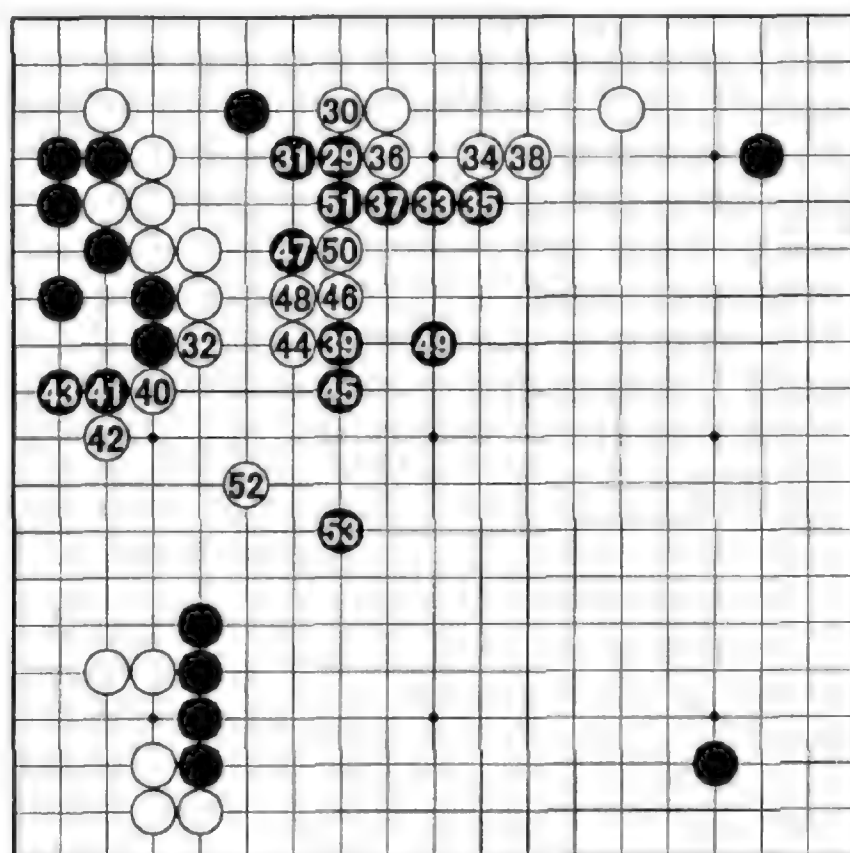
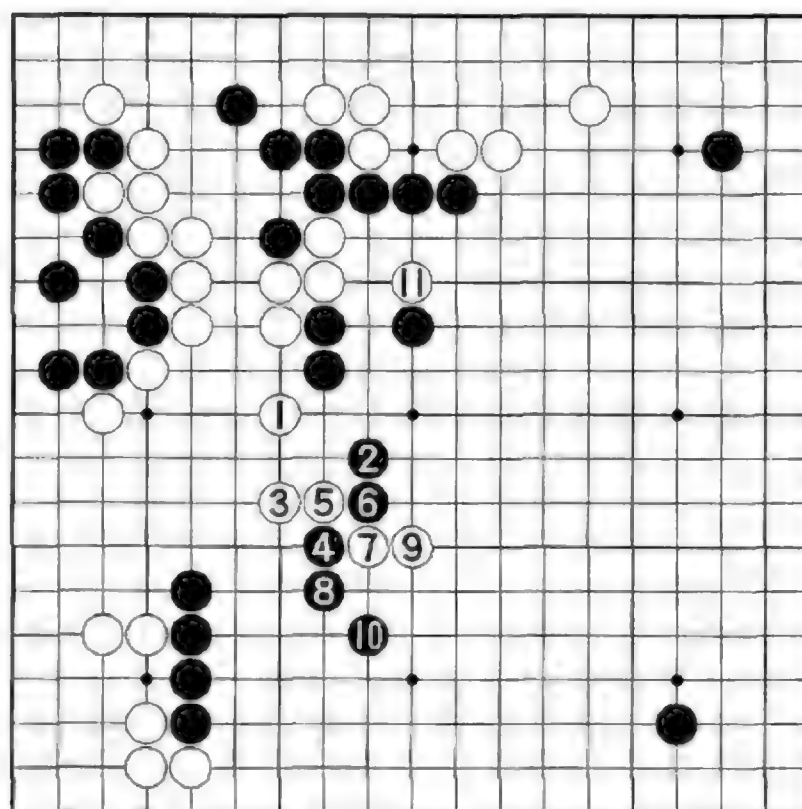


Figure 2 (29-53)

Figure 2 (29-53). *The move I regretted*

Up to White 48, I thought I had played well because Black's position in the center was thin, and I started to relax. White 52 was careless and caused problems. I made a number of other bad moves in this game, but I regretted 52 the most.



Dia. 1

Instead of White 52, White 1 in *Dia. 1* was the best move. After the exchange of Black 2 for White 3, Black 4 at 7 would be answered with 8 and White would have a good game. Against Black 4, White would cut through with 5 and 7. After the exchange of White 9 for Black 10, White can start a fight beginning with the severe attachment of 11.

There is a big difference in how White can advance into the center when he plays 1 in *Dia. 1* and 52 in the game. I really regretted missing White 1 in *Dia. 1*. White cannot relinquish this point. When Black plays 53, I'd prefer to be playing his position.

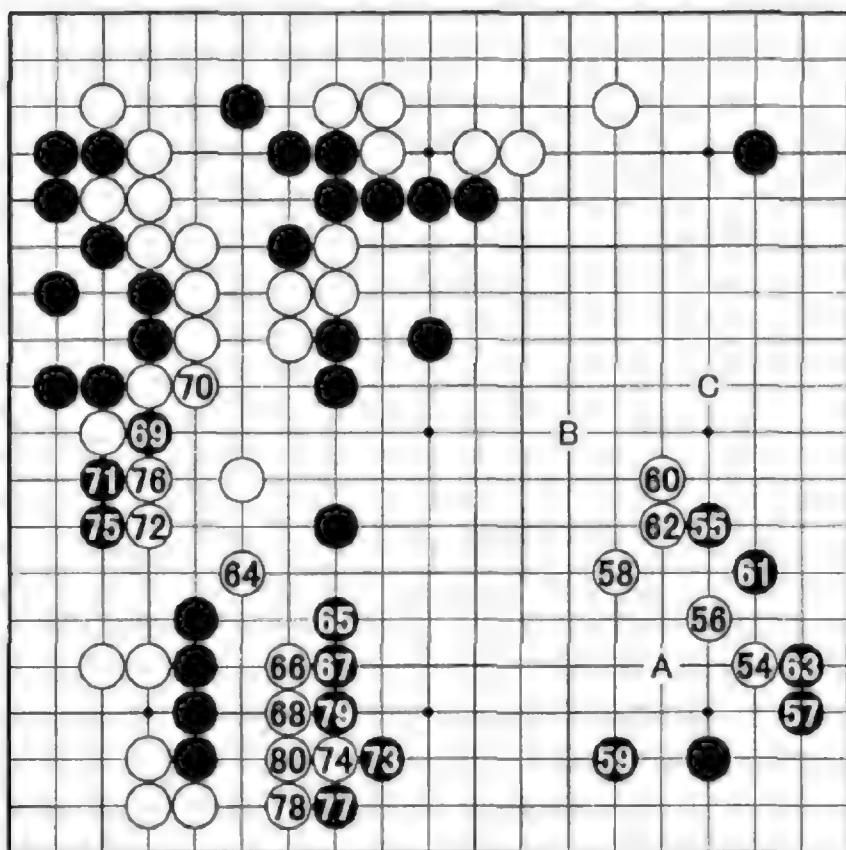
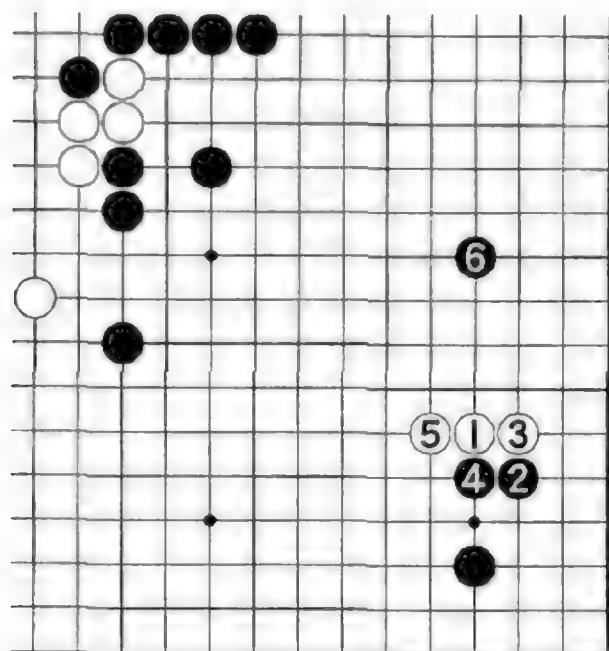


Figure 3 (54-80)

Figure 3 (54-80). The sealed move

The focal point of this game was whether Black's center would become thick or thin. This would decide the game. In the moves after White 54, this is always in the back of the players' minds. I played White 58 to counter this thickness.

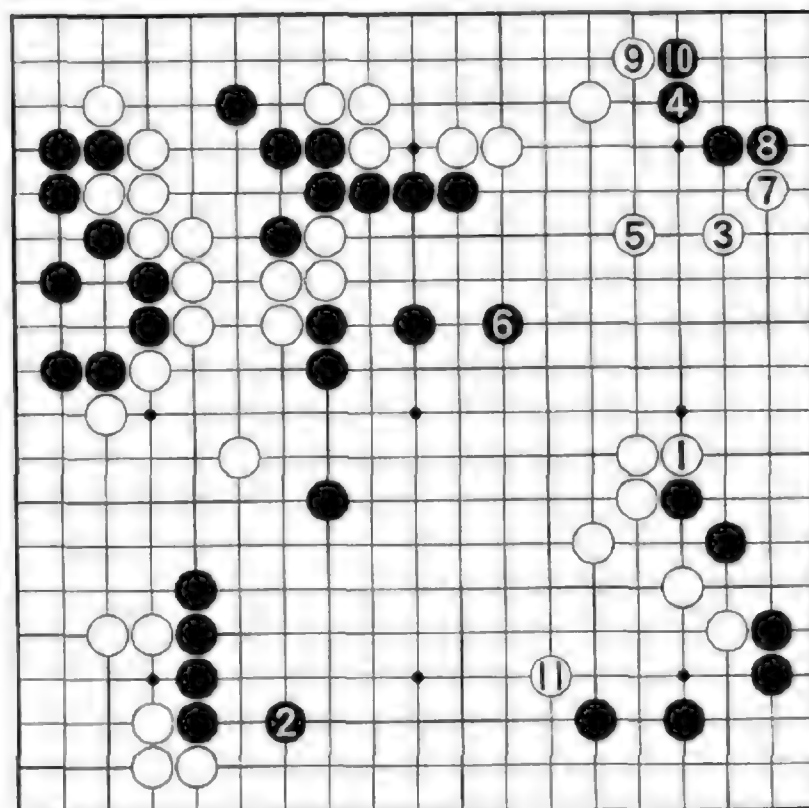


Dia. 2

With 52 in *Figure 2*, White lost the advantage, so he can't play the usual way with 54 at 1 in *Dia. 2*.

Instead of Black 59, I would have played at A. This was the vital point to attack the white stones. Had Black played this move, his stones in the center would not have become thin and White would have been in trouble.

White 62 was the sealed move. I wasn't sure whether this move was better than White B, but White 62 was certainly correct style.



Dia. 3

With White 64, the usual move would be to turn at 1 in *Dia. 3*, but then Black would jump to 2. I wasn't confident about my position after that. Even so, White 1 is the best move. After Black 2, White can play 3 and 5. Black cannot omit 6, so White can force with 7 and 9, then play the shoulder hit of 11. It can't be said that White has a good game, but it isn't bad either. If this position occurred in another of my games, this is the way I would play.

The sequence after White 64 in which I caught the stones on the lower left was bad for me. If Black had next played C, he would have had a superior position.

Figure 4 (81-100). A hard game to analyze

Cho plays 81 to 85, but I would have been in more trouble if he had played immediately at 87. The center white group is still weak, so White can't lay hands on the right side as he does in the game.

I had no regrets about playing White 86. Actually, it was a rather stylish move. It aims at both the points A and B, so it is glaring down at the black stones in the top center. For this reason some

of the pressure is taken off White, so he can start a fight on the right side with 90 and 94.

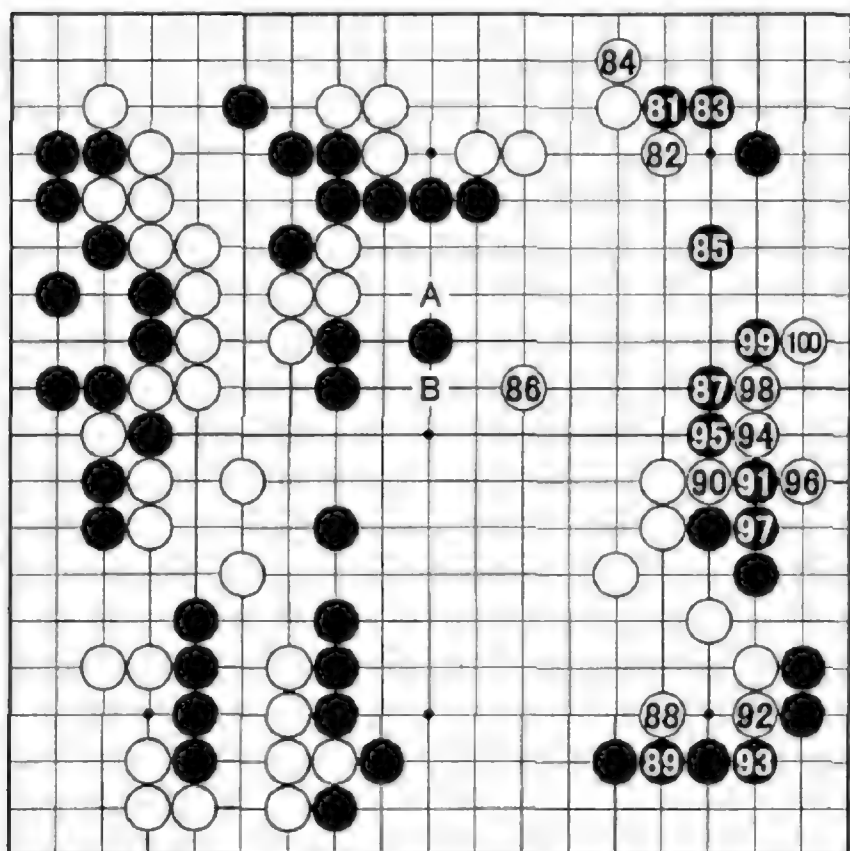


Figure 4 (81-100)

However, I did not read out all the variations on the right side — I had no idea the fight would turn out the way it did in the game.

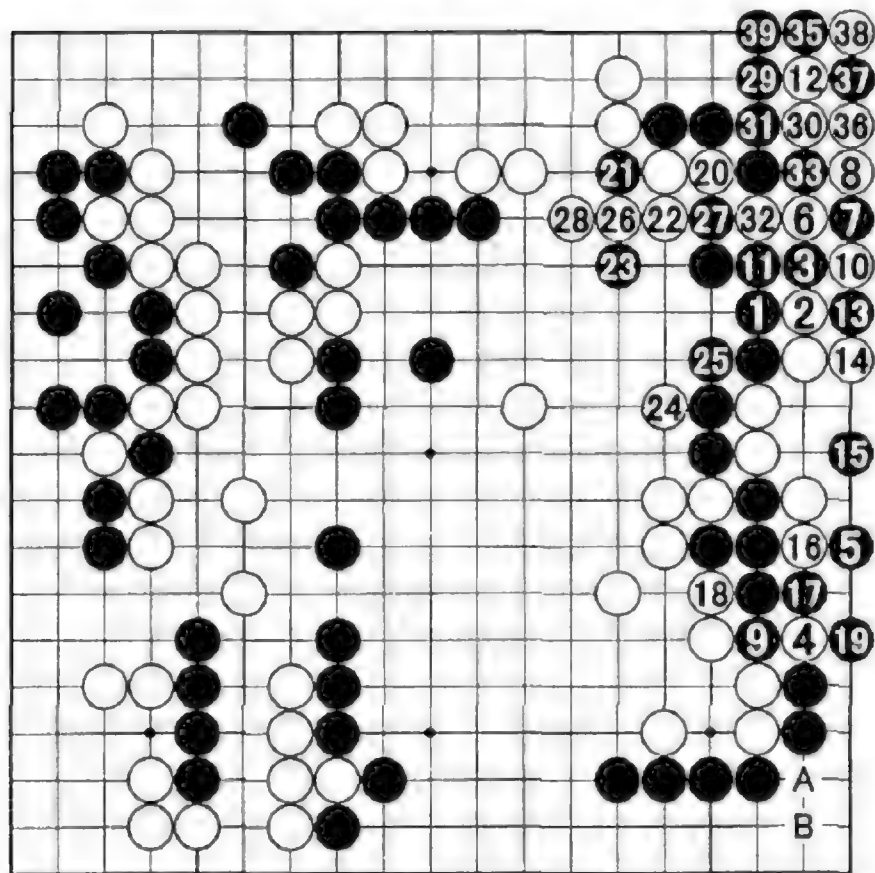


Figure 5 (101-139)

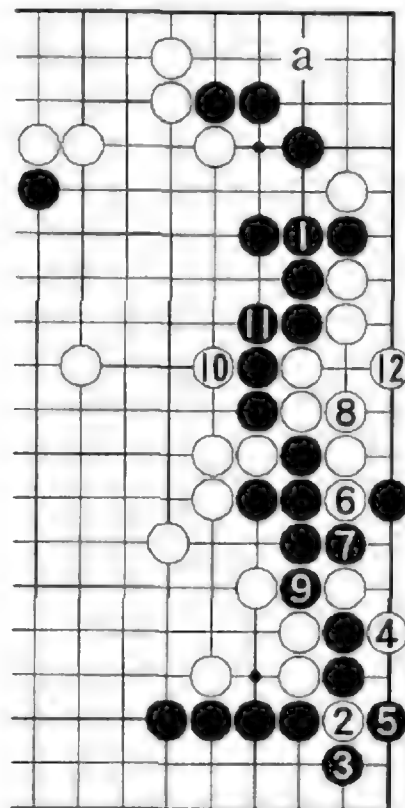
34: connects at 7

Figure 5 (101-139). A panic attack

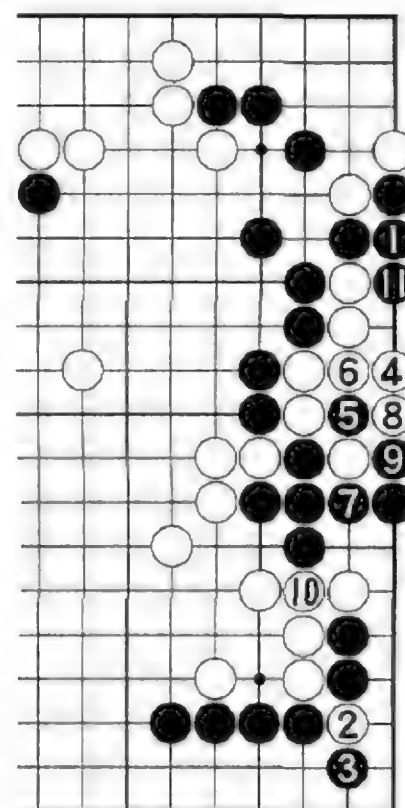
After White clamped with 6, if Black connected with 1 in *Dia. 4*, White would play the sequence to 10, then make a living shape with 12. White would be left with a big endgame move at 'a', so Black would not be happy with this result.

This is why Black played 7 in *Figure 5*. In answer to White 8, if Black connects with 1 in *Dia. 5*,

White 2 and 4 become strong moves. Up to Black 11, it becomes an approach-move ko. Black can't play this way because White has sente and will play elsewhere.

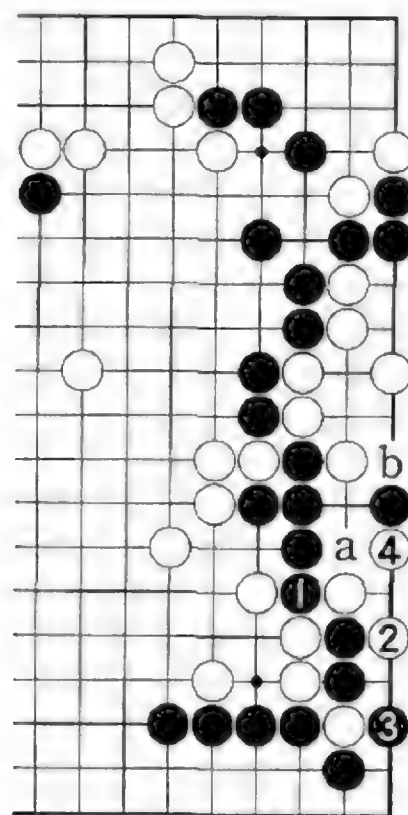


Dia. 4



Dia. 5

Instead of Black 5 in *Dia. 5*, Black might play 1 in *Dia. 6*. This time White 2 and 4 are strong moves. If Black 'a', White 'b' is sente, so White lives.

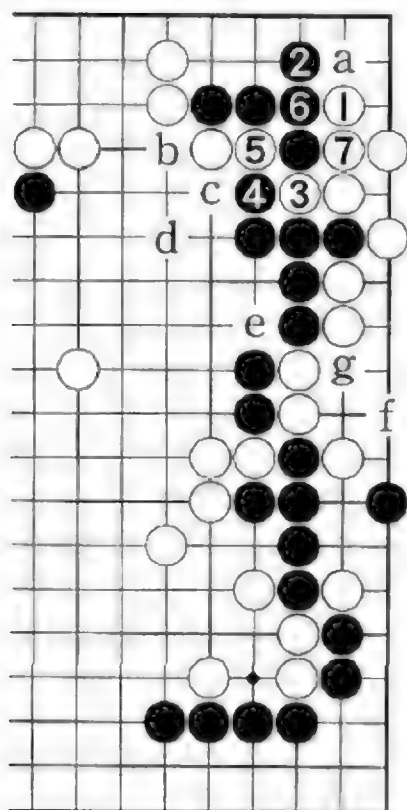


Dia. 6

These variations were read out by both players, but there was more. Black's cut at 9 was completely unexpected. I was sure that Black would connect at 10. I then had a panic attack.

Playing 8 after exchanging White A for Black B would have been perfect. After Black 9 in the game, Black would not answer White A with B; instead he would simply atari the stone at 4 by

playing at 17. Therefore, White cannot expect to live as in *Dia. 6*.



Dia. 7

In my panic, I played White 12, but White 1 in *Dia. 7* was the correct move. Black must answer with 2 and the sequence continues to White 7 (when Black plays 'a', the ko in the corner is almost the same as the one in the game). The squeeze of Black 'b'—White 'c'—Black 'd' doesn't work now because White can cut at 'e' (in this position there is no black stone at 'f' as in the game, so Black 'g' won't save his stones). If White played as in this diagram, he would have a clear win.

The game continued to Black 39. Later, White played two moves in the upper right and it became a real ko. This ko was a big burden for Black. If I played correctly after this, I would win, but naturally I didn't play that well.

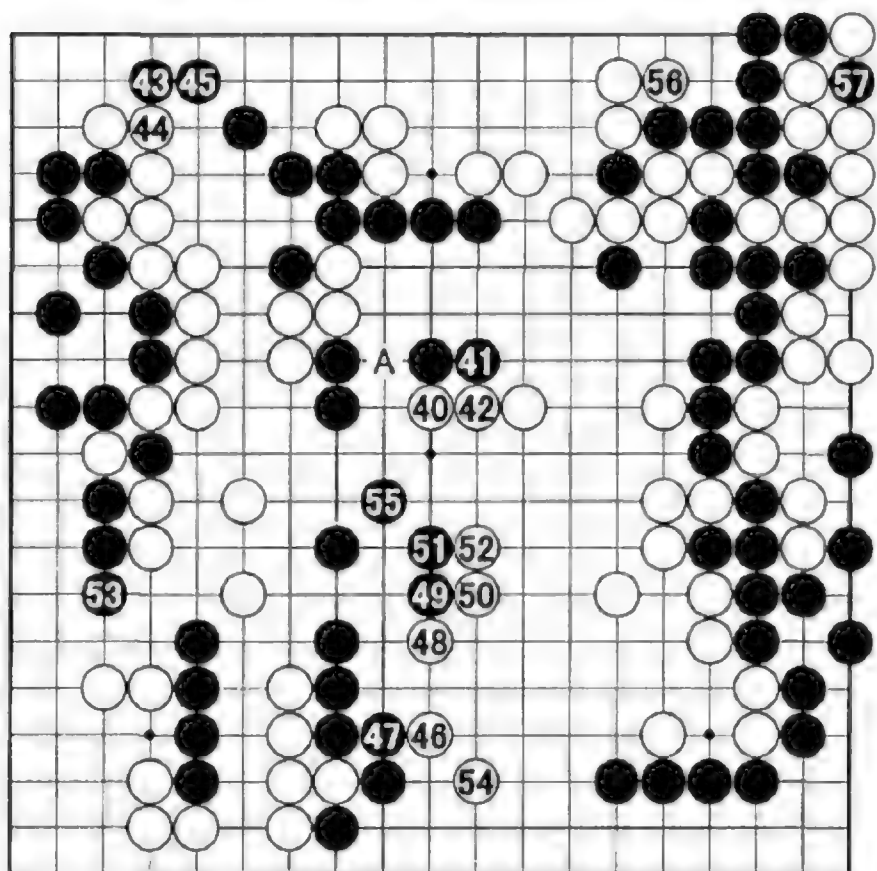


Figure 6 (140-157)

Figure 6 (140-157). White takes control of a difficult game.

With White 40, the game shifts to the center. Cho fought back with Black 53, and I became flustered. I thought that he would take the ko in the upper right, but Black had a difficult position, so Black 53 was natural.

My lack of composure manifested itself in my moves at 54 and 56. With either move I should have wedged in at A. This would have divided the black groups and it would have given me a thick position. If White lost the ko after playing 56, that would mean that 56 was not an urgent move. I shouldn't have played anything here and should have let Black take the trouble of resolving the ko. If he had, White would have gotten another move elsewhere. Any move would have been better than 56. I seemed to have embarked on the losing course.

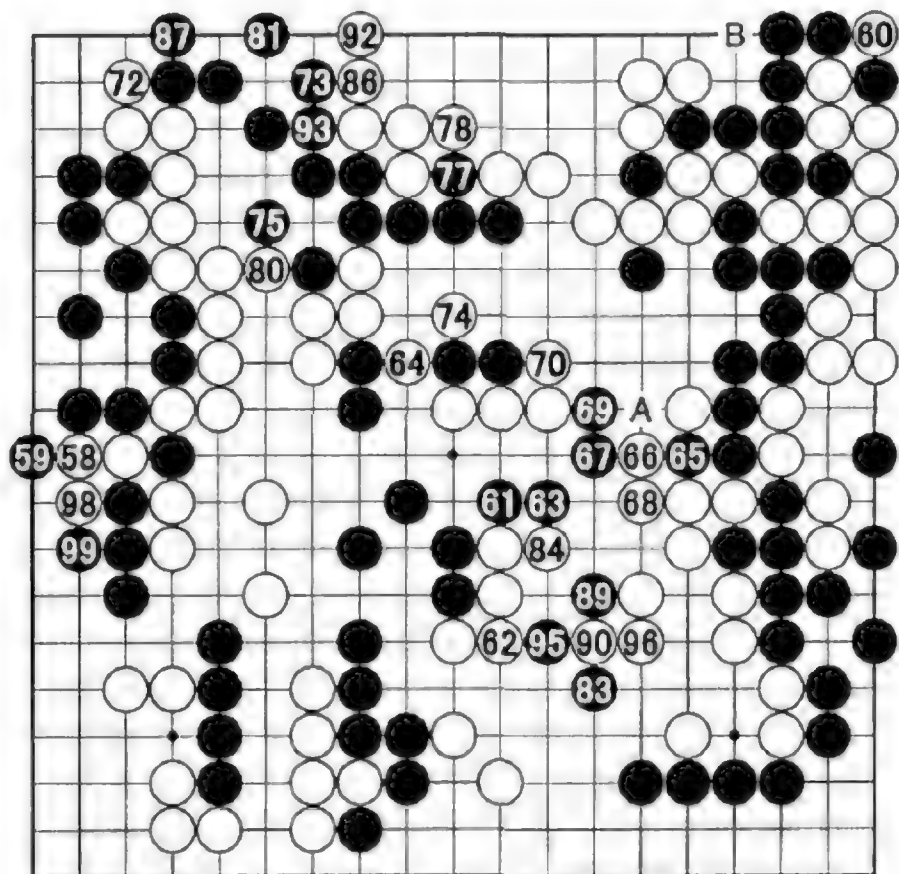


Figure 7 (158-199)

71, 79, 85, 91, 97: at 57;

76, 82, 88, 94, 100: above 57

Figure 7 (158-199). White takes the lead.

Instead of 77, or even with 85 or 89, had Black played at A, I would have lost. Anyway, a cut here would be thick. Even if White can turn the corner into a real ko by playing at B, Black still has a lot of ko threats against White in the lower right, so Black will win the ko.

By playing 89 as a ko threat, Black is now the one who has become thin. As a result, Black's stones can easily be captured and the balance of territories collapses. Finally, White even takes the lead on the board.

Figure 8 (201–226). *A difficult game*

This was a really difficult game. When I played White 8 in *Figure 5*, I didn't see the brilliant moves of White 2 and 4 in *Dia. 6*. Had I seen these moves, (I should have cut at A in *Figure 5* before), the degree of my panic would have been even greater and I suspect that I would have made an even greater mistake.

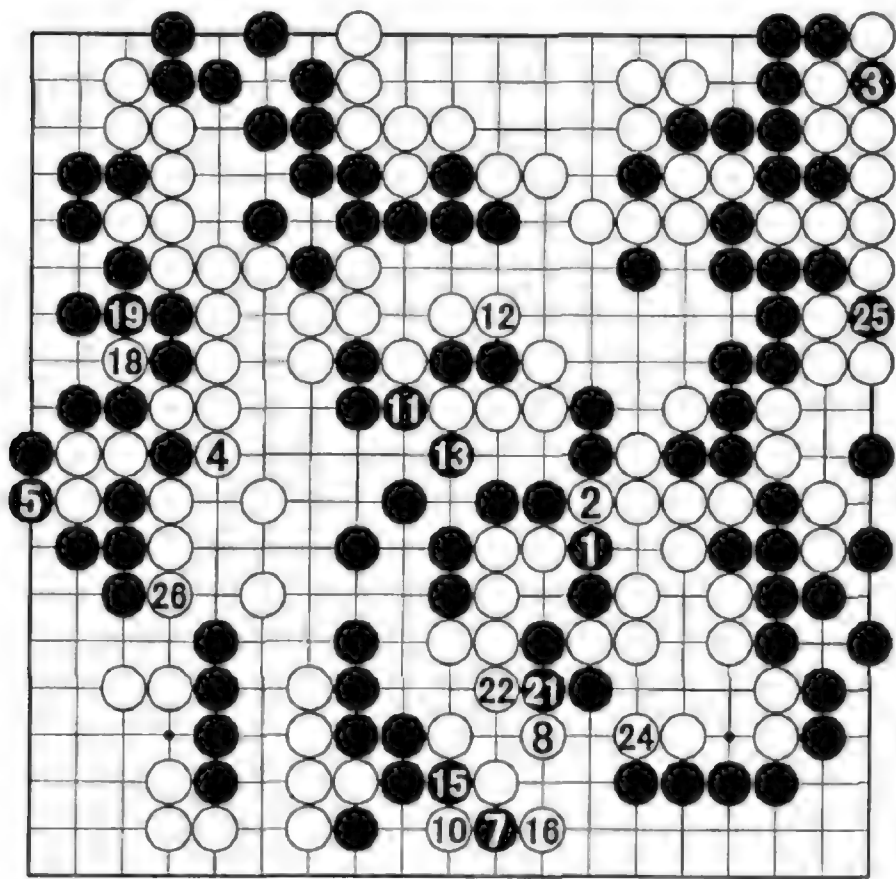


Figure 8 (201–226)

9, 17, 23: at 3; 6, 14, 20: above 3

Fortunately, I didn't see 2 and 4 in *Dia. 6*, so the degree of my shock was not so great and I was able to regain my composure.

I was really lucky.

From *Gekkan Go Waarudo*, September 2001.

An Interview with O Meien

Below are excerpts from an interview with O Meien conducted by the go writer Sano Shin.

Sano: First of all, what was your impression of the challenger Cho U 7-dan.

O: I know him quite well and he is a wonderful person. Usually other elements besides go will enter into a contest, but this didn't happen at all. We competed just on the board. The same was true last year with Cho Sonjin. This really made me happy.

Sano: You were playing the youngest challenger in history. Was there any pressure because of this?

O: There wasn't any pressure; I was certain that I would lose. I wouldn't have been so upset about losing to him.



O Meien Honinbo

Sano: What do you mean by that?

O: He's very strong, a wonderful person. We were both born in Taiwan and for a compatriot of mine to have unseated me would not have been a disappointment for everyone. A lot of people would have been happy with a result like that.

Sano: A generational change seems to be taking place with players like Cho and Yamashita representing the 'young powers'. Did this have any significance in your title defense?

O: To be honest, I really don't feel the power of these young players.

Sano: Huh? What do you mean?

O: Last year I took the Honinbo title, so I was seeded in the international tournaments. And when I see the young Korean and Chinese players, especially the ones in Korea, they are the ones who impress me as having real power. Young Japanese players can't compare with them. On the contrary, the young players in Japan are emerging at a slower rate. To a certain degree, players like Cho U, Yamashita Keigo, and Hane Naoki can compete on the world stage, but in Korea much younger and stronger players are emerging one after the other. Lee Chang-ho at 26 is no longer young in comparison.

Sano: Is that so?

O: As for Cho U, it is only the question of when, not if, he will take a title. He failed in his first

challenge, but he did not display his full strength. He's stronger than this.

Sano: In the games you played with him in this match, where did you feel his power lay?

O: The hardest thing for me to handle was the quickness and accuracy of his judgment. In my case, I agonize over my moves, but he seems to just play the correct move without any effort.

Sano: Looking back on the games in this match, what stands out?

O: When I lost the fifth game, I thought I would lose the match. I thought I had played well, but I still lost. That was how I really felt.

Sano: But after that you won two straight games.

O: Yes, Suddenly there was a favorable wind blowing behind me at 30 meters per second. It was just one miracle after another.

O: But you had convincing victories with Black in games two, four, and six.

O: That's not quite correct. I made mistakes in *byo-yomi*, but they were not enough to upset my lead. Anyway, winning with black is expected, but I was powerless with white. This is the correct way of looking at it.

Sano: Before this match, the last seven-game match to go the distance was in the Kisei title match between Cho Chikun and Kobayashi Satoru in 1996. I'd like to know how you felt at the beginning of the last game.

O: I didn't have any special feelings about it. I previously had some idea about how I would play if I had white, but when I sat in front of the go board

with white, my feelings changed.

Sano: Is there a difference in your strategy when you have black and when you have white?

O: Basically, no, but in the first and third games I had my plan worked out and impatiently tried to apply it, but then I lost. In the 5th and 7th games I was determined to play calmly and slowly.

Sano: Do you have any motto or policy that you follow during games?

O: I only think about how I would play if I were in my opponent's position.

Sano: How would you say this concretely?

O: How should I put it? Don't unreasonably try to find the best move. Or simply play the move that I want to play.

Sano: As a final question, while you were playing this match, you were also the lecturer in the NHK go course televised nationally on Sundays. How did this feel?

O: When I got the offer, I was wondering if I should accept. Which would I regret the most: if I accepted and lost the match or if I didn't accept and lost the match?

Sano: Not accepting and losing would be worse, wouldn't it?

O: That's right. If I accepted and lost, I would have done my best. It couldn't be helped. On the other hand, not accepting and losing would have left me with greater feelings of regret.

Sano: In the end, you accepted and won. The best of all worlds.

O: That's how I feel. Also, the games of the match were broadcast on NHK satellite TV, so a lot of people were able to watch. That was wonderful.

From Gekkan Go Waarudo, September 2001.

Play Go Online Using *THE KISEIDO GO SERVER (KGS)*

The Kiseido Go Server (KGS) is now up and running with go players from all over the world playing games on it. We at Kiseido would like to invite you to visit it, explore it, and perhaps play some games on it. It can be accessed through Kiseido's home page at <http://www.kiseido.com>, or you can go to it directly at <http://kgs.kiseido.com>. There is no charge for playing games on this site, and this server works for Linux/Unix, Mac, and Windows.

Kiseido hopes to make this server a place where go players of all ranks can enjoy playing go. A number of strong players are often online and they are happy to play instructional games with kyu-players and comment on their moves after the game using the special KGS editing feature.

The 26th Meijin Title Match

Below we present the first three games from Yoda Norimoto's successful defence of his Meijin title.

Game One

White: Rin Kaiho 9-dan

Black: Yoda Norimoto Meijin

Komi: 5½ points; time: 8 hours each

Played on September 4 & 5, 2001 in Seoul.

Commentary by O Meien Honinbo.

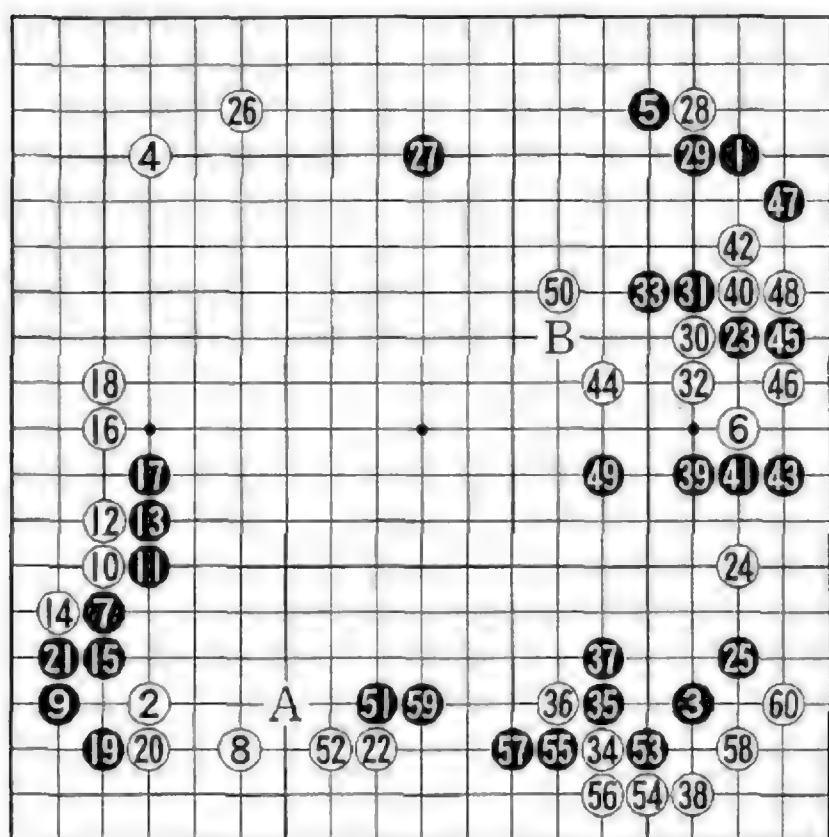


Figure 1 (1-60)

Figure 1 (1-60)

For the first game of this match Yoda Meijin wore the same silver kimono that he wore when he won the Samsung Cup in 1995. That match was also held in Seoul. Perhaps he felt that this would bring him some good luck.

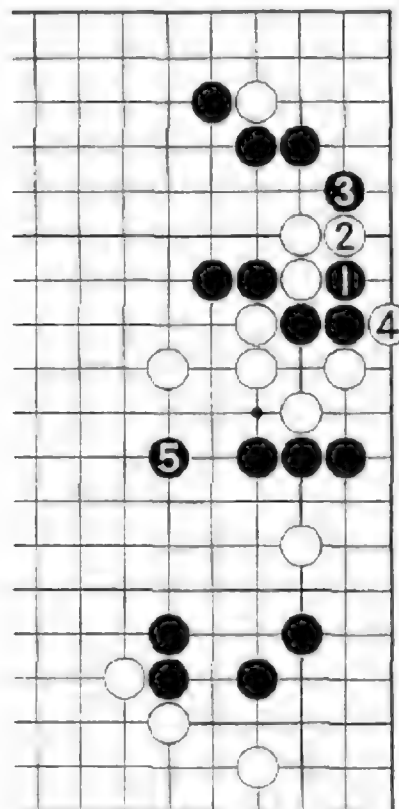
As soon as Black slid to 9, White attached with 10. O Meien Honinbo commented: 'Rin really likes that move, doesn't he?'

Playing the forcing move of 28 is unusual. This is the premise for attaching and drawing back with 30 and 32, the idea being to make 34 the large point of the opening. According to O Honinbo, this strategem is typical of Rin's style. However, the shoulder hit of 39 was severe. White cuts with 40, but 41 splits the white stones on the right side. Based on this result, O said that White should have played 40 before playing 34. In that case, Black would have answered at 42. The right side would then have been secure and he could still play 34.

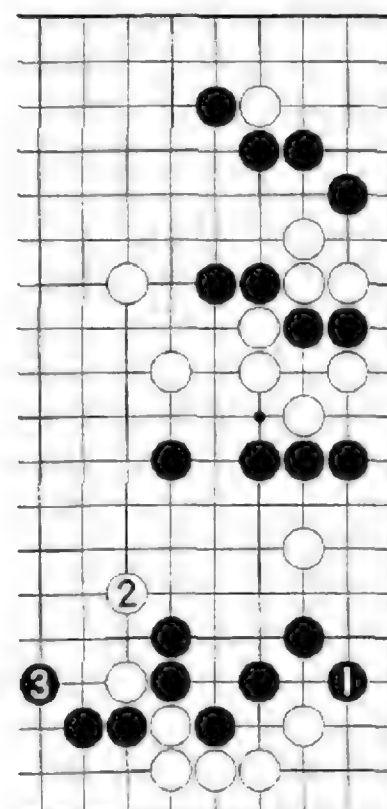
When White caps with 50, the two black stones at 31 and 33 become thin; Black is left with a feeling of dissatisfaction.

O felt that, Black should have turned at 1 in *Dia. 1* instead of playing 47. Black would have had one liberty less and less room to maneuver.

Instead of attaching at 51, Black should have played a shoulder hit at A. This move is related to the attachment at B. Black 51 was lax.



Dia. 1



Dia. 2

Black 59. By neglecting to play 1 in *Dia. 2*, Black may seem to have suffered a loss, but Yoda didn't like the prospect of White jumping to 2.

O: Black 1 is worth 16 points in reverse end-game, but only if Black secures this territory.

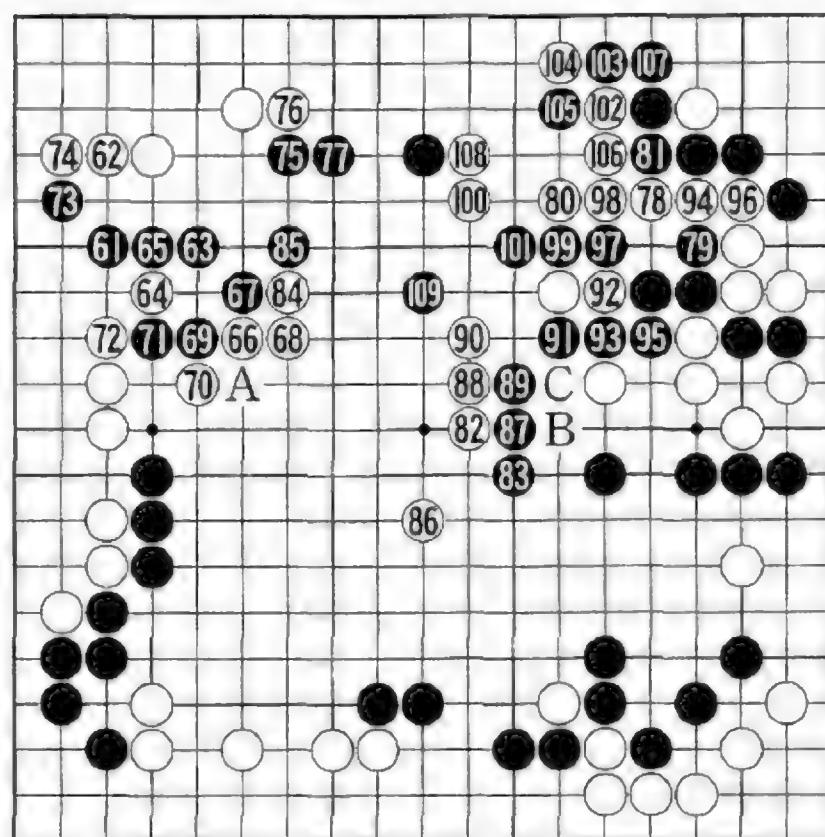
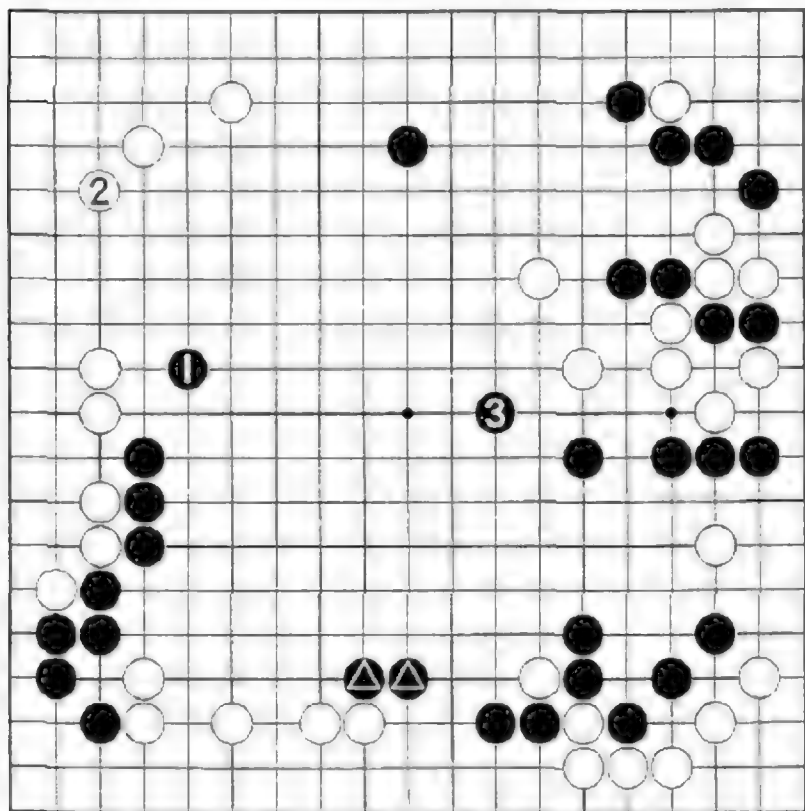


Figure 2 (61-109)

Figure 2 (61–109)

Black thought for 18 minutes before approaching with 61 and jumping to 63. After peeping with 64, White moves naturally into the center with 66.

Since Black has already played the two marked stones in *Dia. 3*, it would be more consistent to map out a large moyo in the center with Black 1 and 3.



Dia. 3

After Black jumped to 63, he has to play the sequence to 77. Yoda's strategy was to aim at the cut at A. It has now become a close game.

I would want to stake the game on Black's center position, but Yoda's play is correct. I myself just couldn't play like this. However, up to 81, I prefer Black's position.

Even though Yoda is apparently pessimistic after 81, he also prefers Black's position. From here on, Black compromises but he is not actually dissatisfied.

All the pros in the pressroom were surprised at White 82. The instant Ishida Yoshio, who was the referee for this game, saw White 82, he exclaimed: 'This large knight's move is typical of Rin.' He further commented that it reminded him of the moves Rin made in their title games almost 30 years ago. He then went on to replay some of them.

Because the stones on the right side are thin, the players following the game thought that it would be more solid to jump to 89, but White 82 was played on a grand scale. Moreover, in response to 83, White nimbly jumps to 86.

Black pushes through with the moves from 87, but White easily links up his stone on the right to the top with the sequence to 102.

That attachment at White 102 is a move to be proud of. Black must have been trembling in his boots. The game is turning out just as White wants.

Even without the forcing moves of White 104 and 106, 108 would be a stylish move. Black now has a bad game.

Going back to Black 83, the sequence Black B–White C–Black 87 could also be considered. Black has mapped out a large moyo in the center and it is still a game.

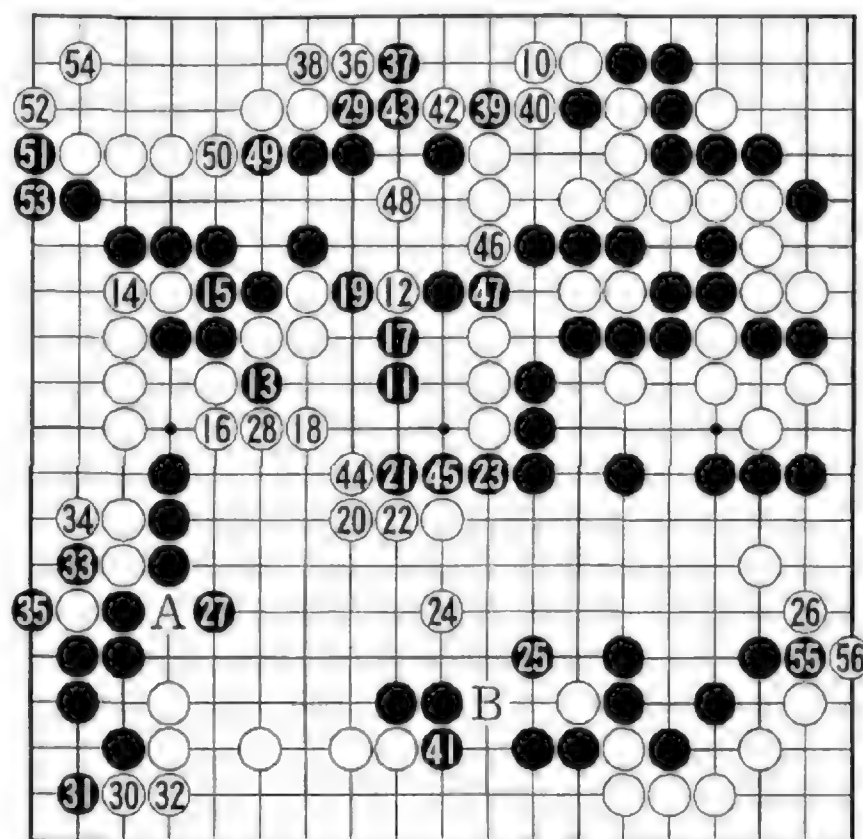


Figure 3 (110–156)

Figure 3 (110–156)

When White draws back with 10, the white stones extending from the right side to the top are settled. However, before playing 10, it would have been even better for White to have played the knight's move of White 1 in *Dia. 4*. This way he could aim at attacking the black stones in the upper left. In the game, because this move wasn't played, Black was able to jump out with 11. After Black plays 19, his stones are secure.

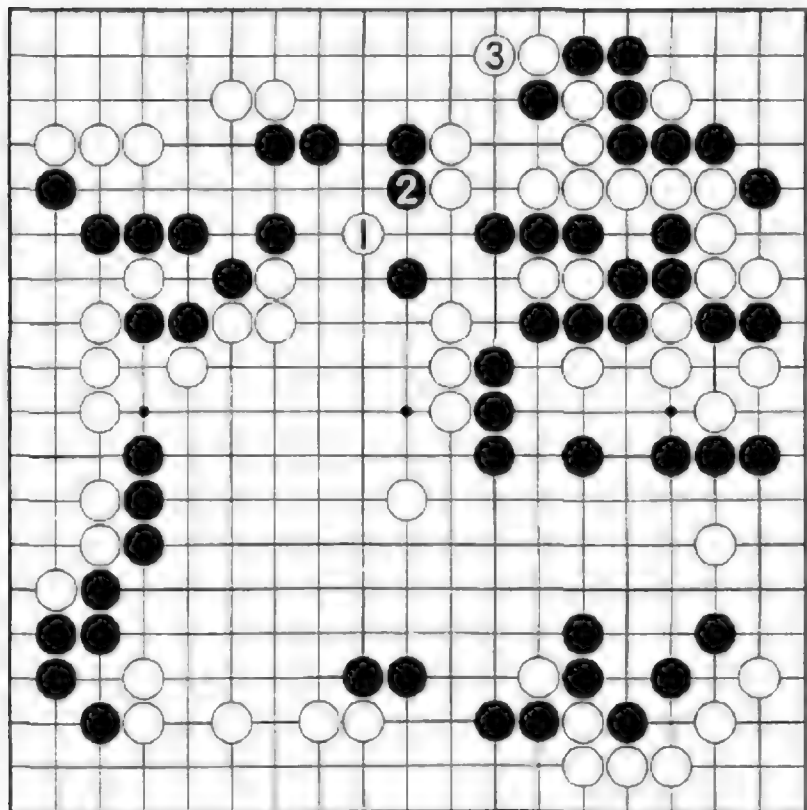
When Yoda played 19, he felt that he would win, but he still had a long road to victory.

From this point on, Rin let slip chance after chance to win this game.

First there was White 26. If Rin had cut at A instead, capturing three stones, he could have been sure of winning without even counting. In fact, playing this cut would have made this game a masterpiece for him.

Instead, Black defended at 27. In a flash, White's stones at the bottom became thin. This was a big move because of the disruptive effect it had on the relative strength and weakness of the

stones at the bottom. This was more important than the territory White denied Black with 26. It now became unclear which side had the better position.



Dia. 4

The pros in the pressroom thought that Black 41 was a small move. But after the game Yoda said he thought that if White attached at B, it would have been terrible. It is only natural that a player of Yoda's caliber is going to pay close attention to such details in such a delicate position.

White 48 was a misjudgment. With the sequence to 53, Black secures his stones. Black now switches to the bottom and plays 55, the last big point of the game.

Rin: 'I thought that White 48 would be sente.'

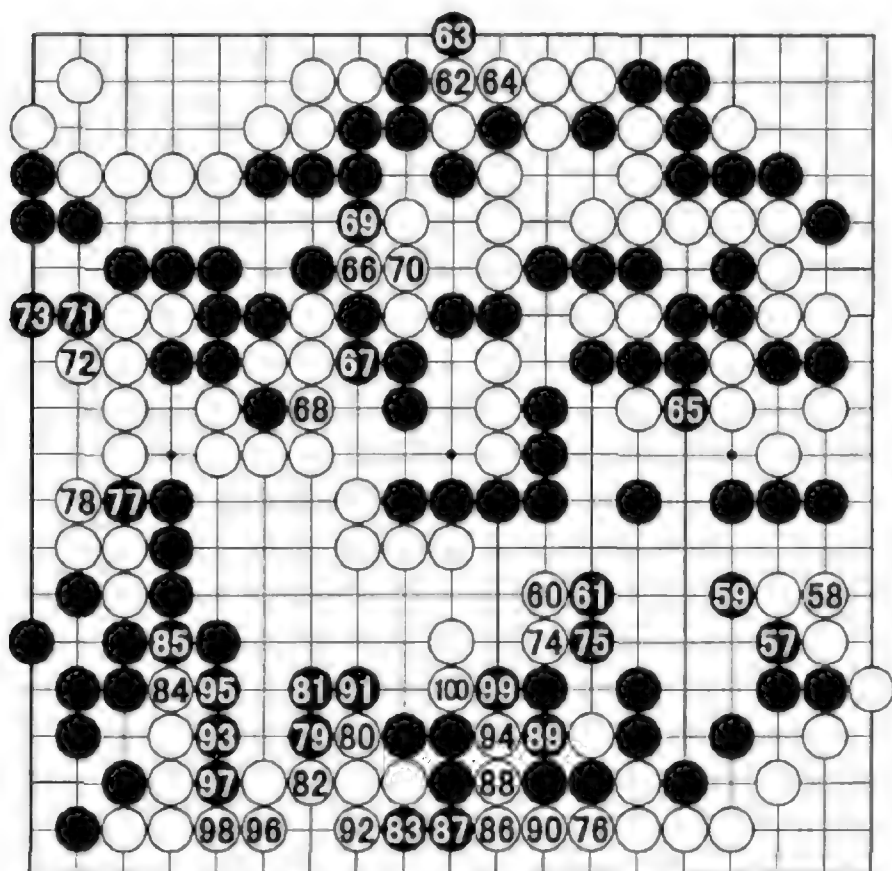


Figure 4 (157-200)

Figure 4 (157-200)

When Black blocked with 59, he had staged an upset. Because of Rin's mistake in playing 48 in Figure 3, even when White cuts with 66, he can't kill the black stones. With 69 and 71, Black's stones are alive.

Instead of playing 48 in the previous figure, White should have simply extended to 59. This is a very delicate position.

The pressroom was abuzz with many of the famous names of the go world, such as Ishida Yoshio, Ryu Shikun, Cho Hun-hyeon, and the TV commentator Rui Naiwei.

Almost all games in Korea are played with a three-hour limit for each player. Even the title matches are no exception. Only Japan has two-day games. Rui had to be at the venue for two days giving her commentary, and at one point she muttered to herself, 'What a long game!'

Rin had already entered byo-yomi, while Yoda still had 18 minutes left on his clock after he played Black 61.

O: 'Rin has no time to think about the end-game, so I think he's at a disadvantage.'

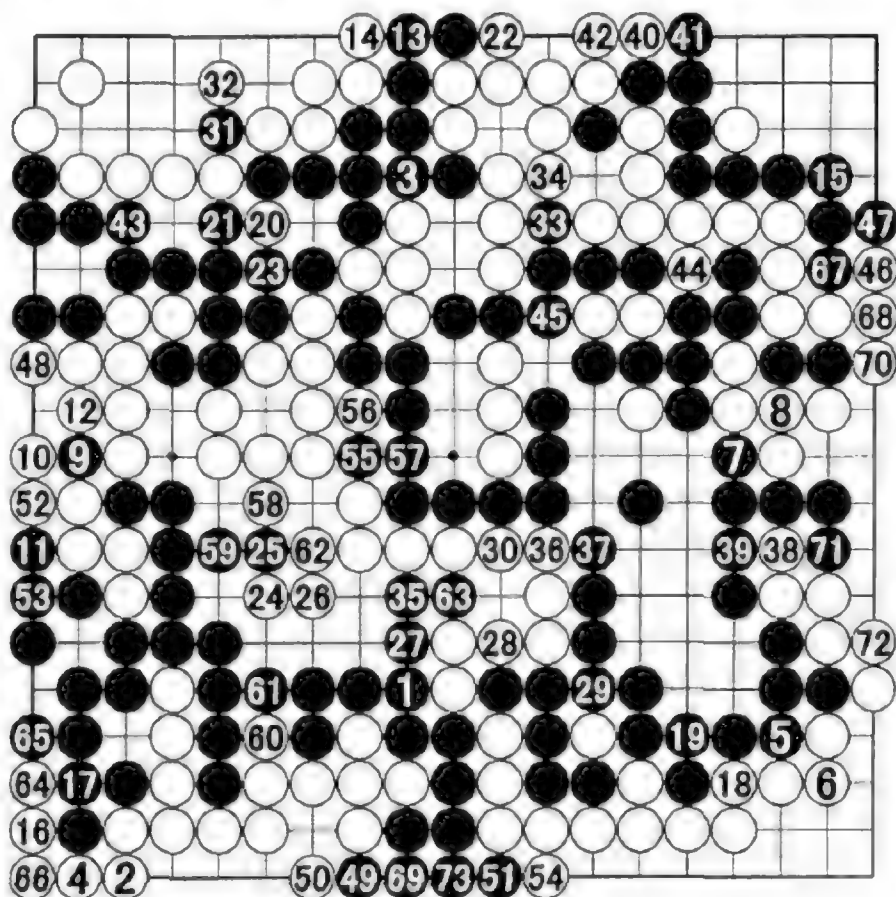


Figure 5 (201-273)

Figure 5 (201-273)

Not only did Yoda have plenty of time left, he also had a good position. But when he played Black 31, he blurted out. 'I'm a idiot. What did I do?' Upon which he whacked the fan against his knee.

What was he angry about? Nobody in the pressroom could figure it out.

Last year Yoda often displayed this kind of behavior, grumbling when he was in a good position.

Now he has started doing it again. However, Yoda later explained: 'I suffered a loss when I played Black 131. It was less than a point, but that was why I was angry with myself.'

It was a trivial slip that had no effect on the outcome of the game, but for the cautious Yoda it was a shock.

The game ended at 7:59 in the evening, and the result was confirmed as a 2½-point victory for Black.

After some splendid play in the centre, Rin had virtually assured himself of victory, yet in the endgame he slipped behind little by little.

After a review of the game lasting an hour, everyone went to the customary closing party. Even while eating their meal, the players, without a board or stones, continued analysing the game, together with Ishida Yoshio.

Black wins by 2½ points.

(*Gekkan Go Warudo*, November 2001. Translated by the editor.)

Game Two

White: Yoda Norimoto Meijin

Black: Rin Kaiho 9-dan

Played on September 19 & 20, 2001.

Commentary by O Meien Honinbo and Kobayashi Koichi Gosei.

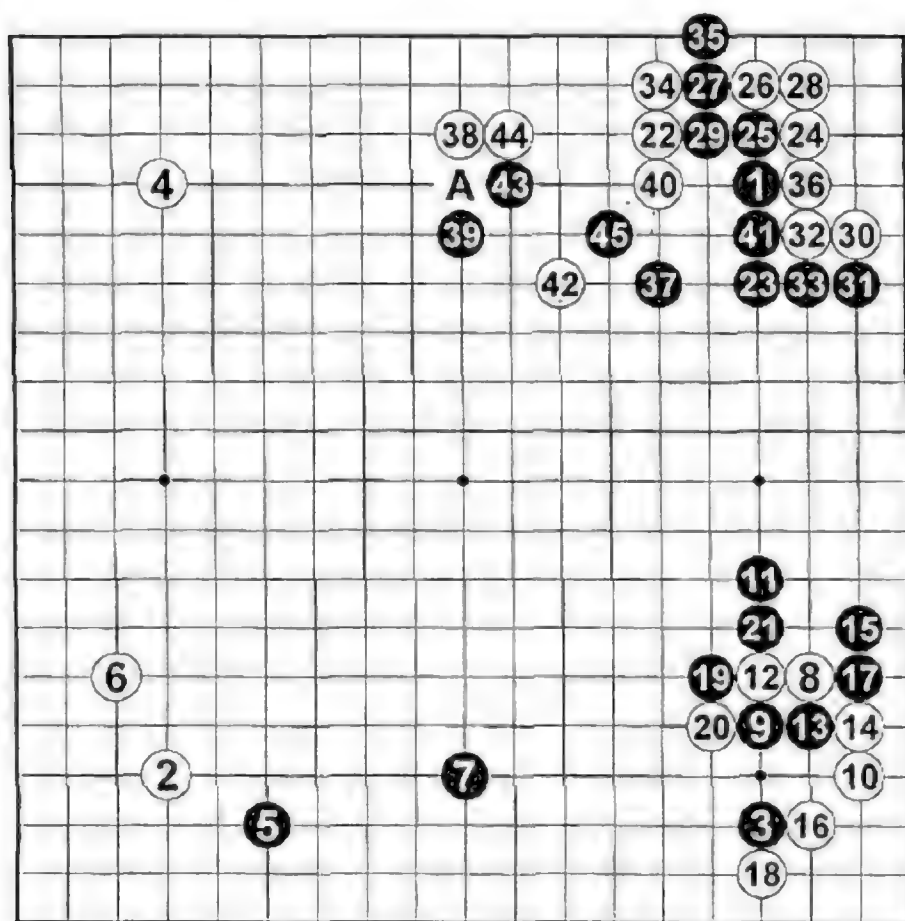
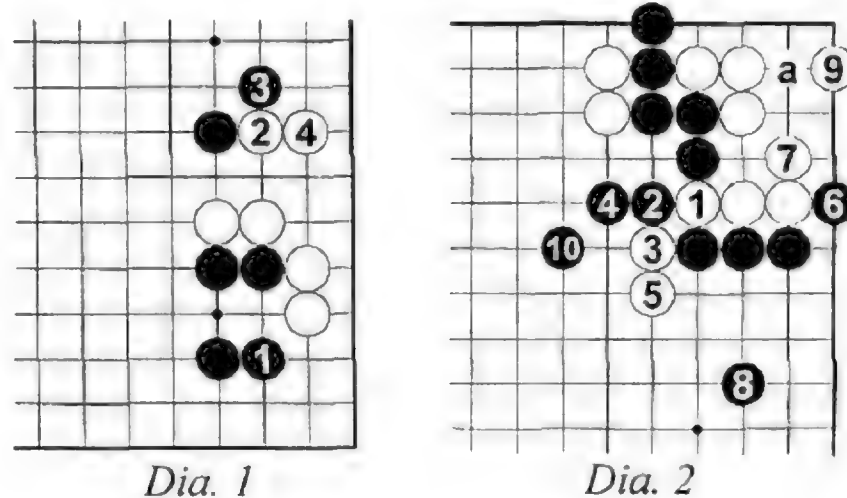


Figure 1 (1-45)

Figure 1 (1-45). *Challenging orthodoxy*

Black 3 to 7 is called the Old Kobayashi Style, though the inventor himself still plays it.

Black 15. If at 16, White plays 2 and 4 in *Dia. 1*. Presumably Rin wanted to avoid this.



Dia. 1

Dia. 2

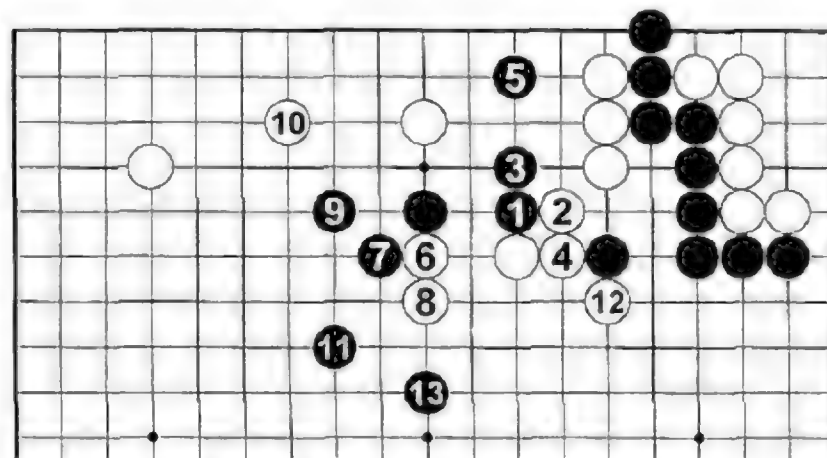
White 16 is the only move. White might be tempted to connect at 17, but then Black will play at 16. The result would be that, in contrast to *Dia. 1*, he has played on both sides.

After 16, cutting at 17 is the only move, so White hanes at 18. The places White and Black end up making territory are the reverse of *Dia. 1*. White uses his sente to switch to the top at 22.

Yoda's invasion at 24 astonished the players following the game. Kobayashi's reaction was to say that Yoda was 'challenging a taboo'. White usually extends along the top, around A — invading when Black has made a narrow enclosure is very unusual. O Meien commented: 'Psychologically, this is a do-or-die move. That's no exaggeration.'

White 36. An alternative way of playing is to cut with 1 and 3 in *Dia. 2*. That starts quite a fierce fight, but White is a little unhappy about giving Black the excellent sente move of 6. After 8, White has to reinforce at 9 or Black will kill him with 'a'. Black then harasses White with 10. Yoda had no interest in playing this way.

Black 39 shows fighting spirit. White makes an interesting counter: the combination of 40 and 42. Answering the latter move is difficult for Black.

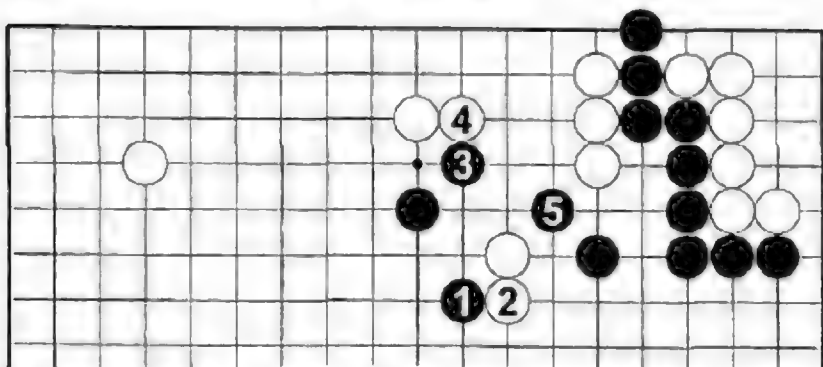


Dia. 3: Otake's proposal

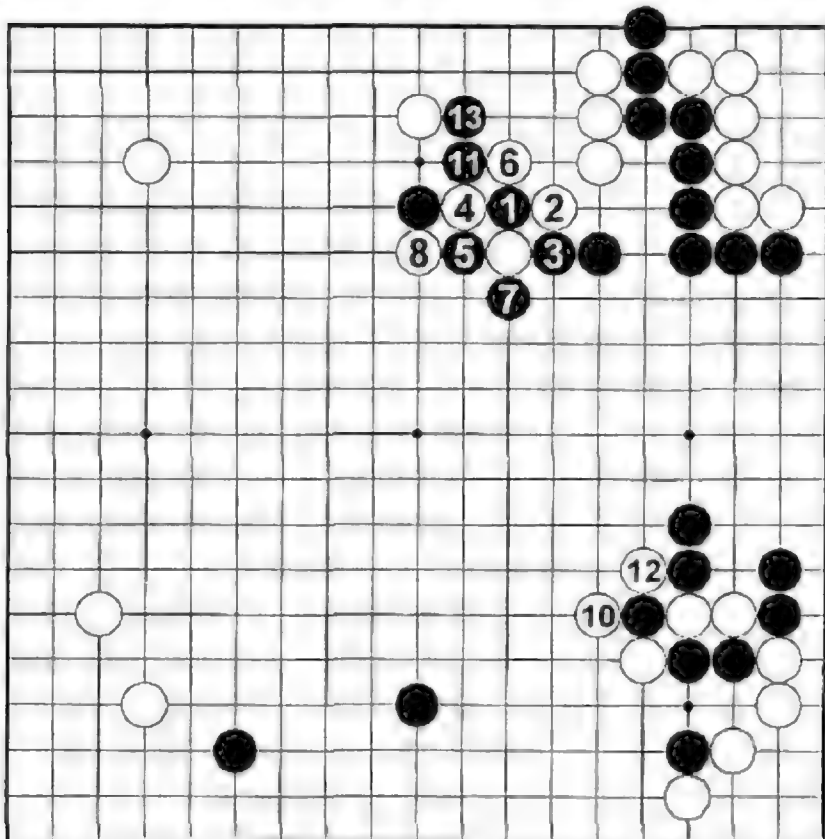
Otake Hideo advocated Black 1 in *Dia. 3*;

Black moves into the top with 3 and 5. O Meien queried whether Black could be confident after the continuation here. He suggested playing 1 in *Dia. 4*, to make White heavy, then continuing with 3 and 5, the same moves as Rin played in the game. Kobayashi suggested the same contact play as Otake, that is, 1 in *Dia. 5*, but continuing by squeezing with 3 to 7. The danger is that White may challenge Black to a ko with 8; a trade would follow up to 13. The ponnuki of 12 may make it easy for White to hollow out the right side.

These three variations are all hypothetical: we don't know what Yoda had in mind, but it seems possible that 42 was meant as an invitation to Black to make the contact play. Perhaps that's why Rin countered with 43 and 45.



Dia. 4: O Meien's modification to Rin's strategy



Dia. 5: Kobayashi's trade

9: ko

Figure 2 (46–65). An excellent sacrifice

White 48 is severe. Instead of 51, Black should have made a diagonal connection at 1 in *Dia. 6*. That would deny White the opportunity to fix up his shape by making the two-stone sacrifice in the game.

White 54. The sealed move.

White 56 is a very effective sacrifice. White

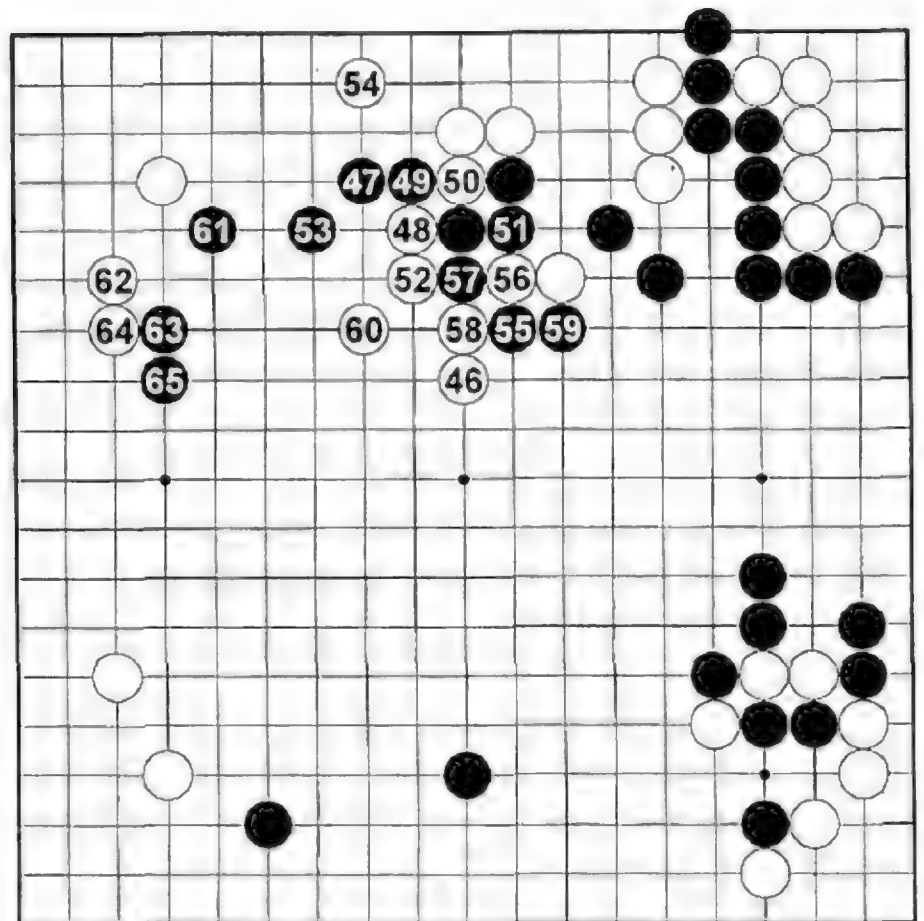
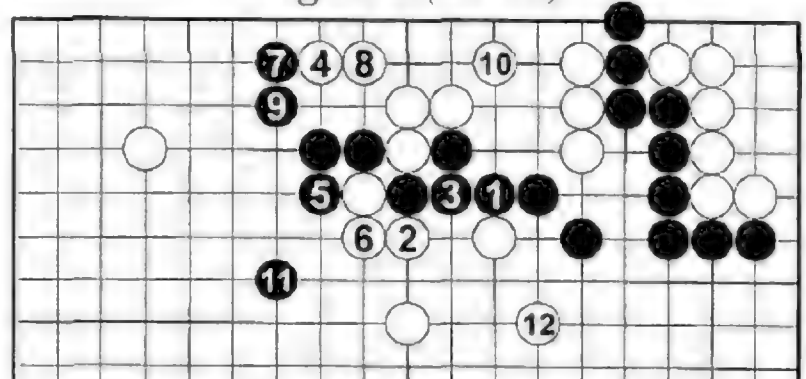
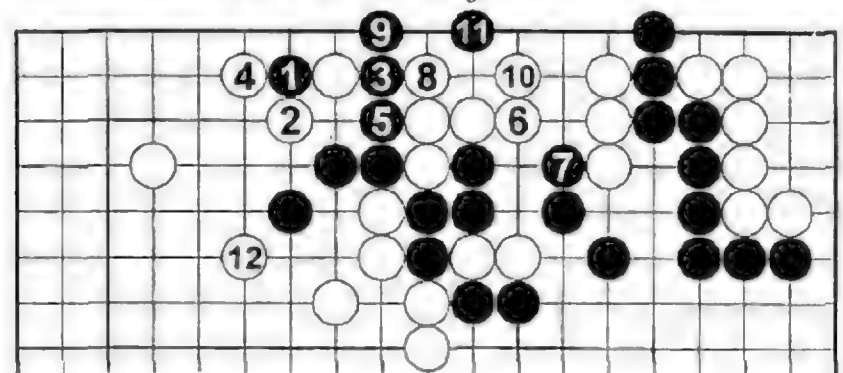


Figure 2 (46–65)



Dia. 6: better for Black



Dia. 7: falling into a trap

gets to make excellent shape with 60, while the shortage of liberties of Black's four stones takes the pressure off White's group at the top. Takemiya Masaki, who gave the live satellite-TV commentary on the game, praised 56, 58, and 60 as 'beautiful moves'.

Black has no choice about 61. White will welcome Black 1 in *Dia. 7*, according to Kobayashi. He will counter with 2 and 4, inviting Black to attack his group. He plays 6 to 10 to increase his liberties, then presses at 12, which is very severe. Kobayashi: 'Even if Black wins the capturing race, he gets a mere 20 points. White squeezes in sente, and the left side becomes completely white. The game would immediately turn into a loss for Black.'

Black 61 and 63 just invite White to make moves he wants to anyway: all his stones are on vital points, which shows that the game is developing well for him. One can see why Black should have followed *Dia. 6*.

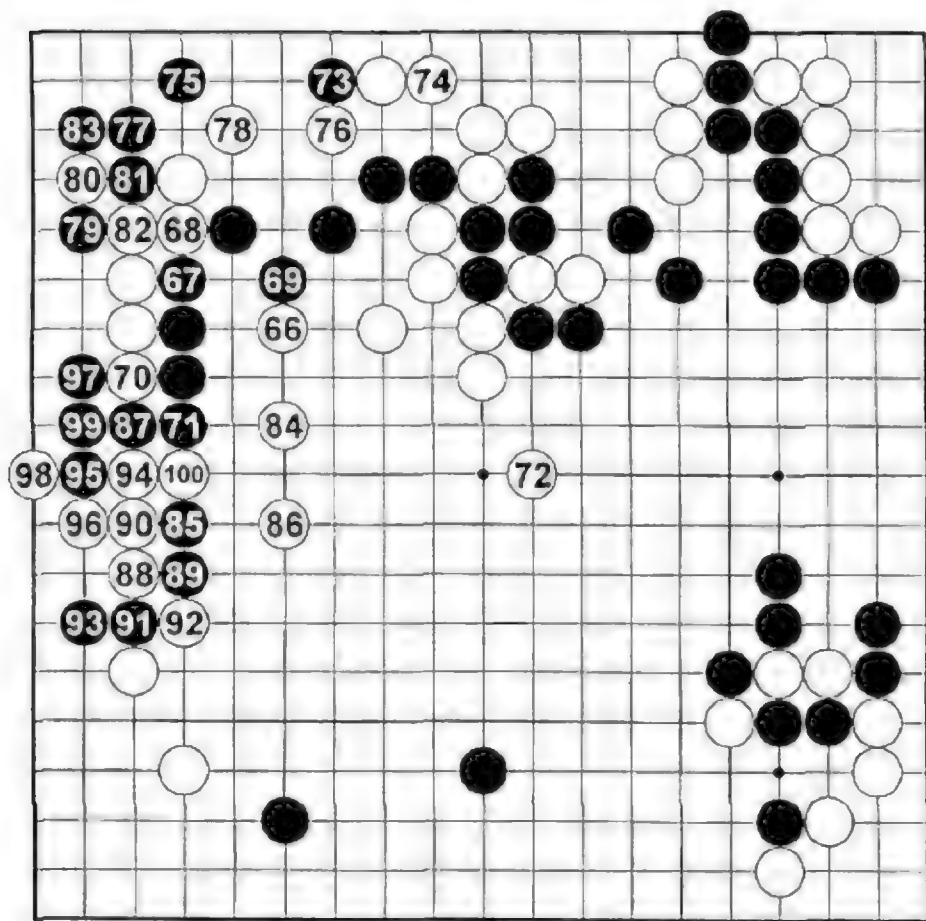
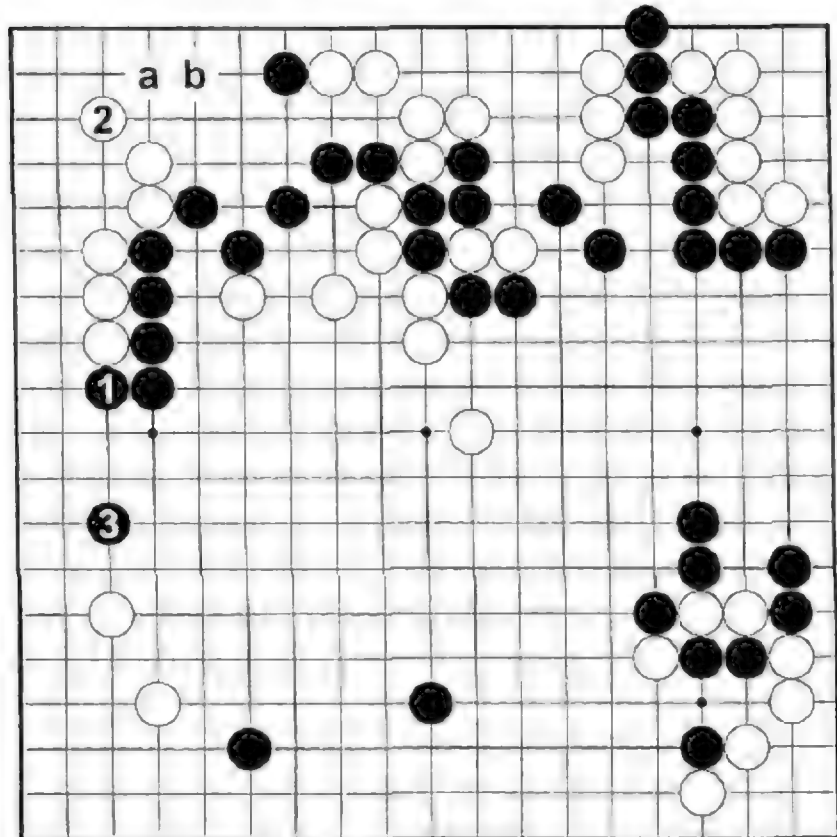


Figure 3 (66-100)



Dia. 8: an even game

Figure 3 (66-100). Making things worse

Black 73, 75. Rin: 'I thought the game wouldn't be a contest if I didn't take territory.' However, these moves made the situation worse, and 75 became the move Rin regretted the most in this game. Black's centre group is cut adrift, and White gets to make the excellent moves of 84 and 86 in the centre. Since Black is weak, White has a good chance of making centre territory. According to O Meien and Kobayashi,

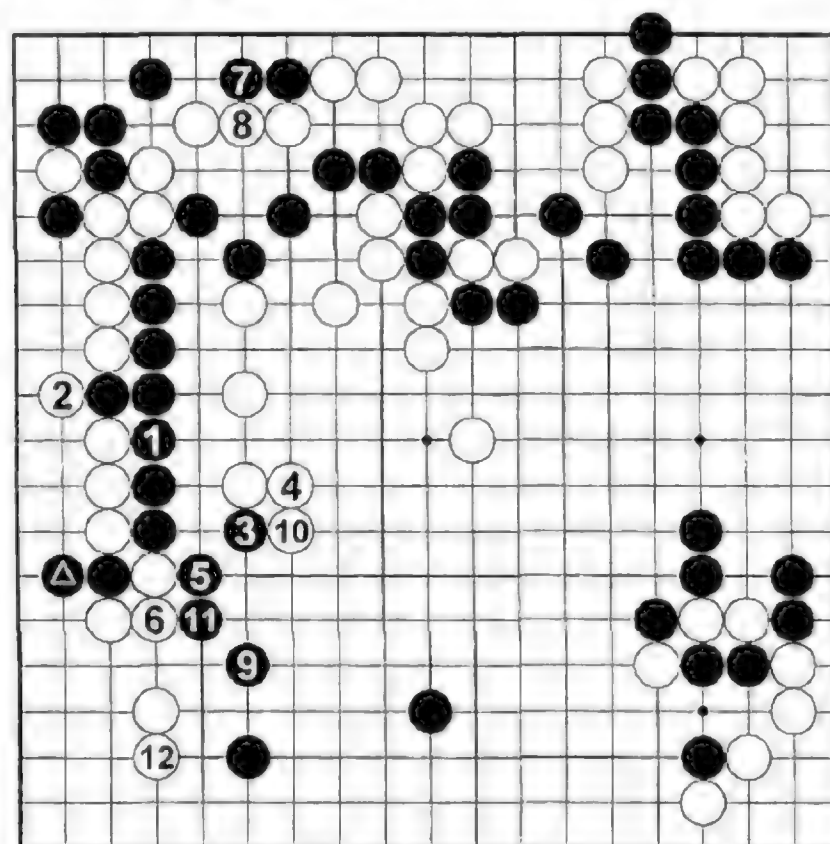
Black would still have had even chances if he had used 75 to block at 1 in *Dia. 8*.

Dia. 8. Note that if White 2 at 'a', Black attaches at 'b', and the corner has bad aji.

Black 89. If at 90, White will be satisfied with 88 as a forcing move and switch elsewhere.

Black 91. Black has no good options here. If he simply extends at 92, White connects at 91 and aims at wedging in at 100.

Black has no answer to White 94. If he connects at 1 in *Dia. 9*, White links up with 2. While Black is busy rescuing his group with 3 etc., White secures the whole left side. Kobayashi: 'This territory is too big. The marked black stone is an outright loss of one move.' Permitting White 100 is painful, but —



Dia. 9: not a contest

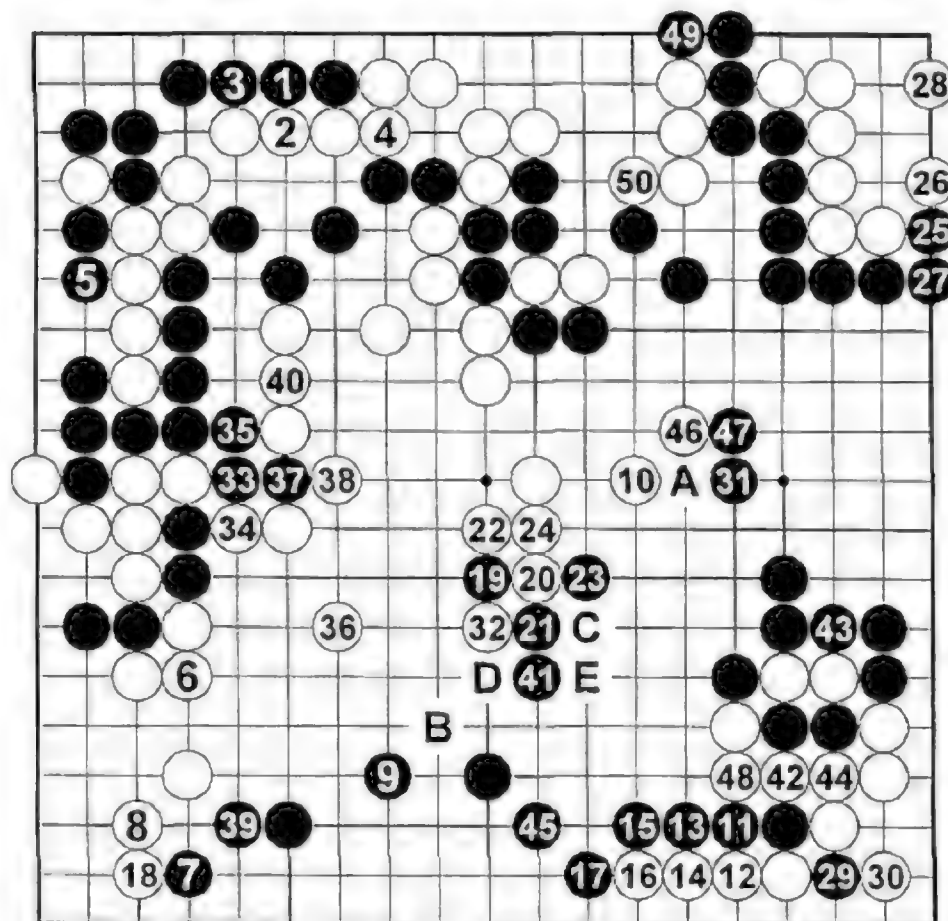
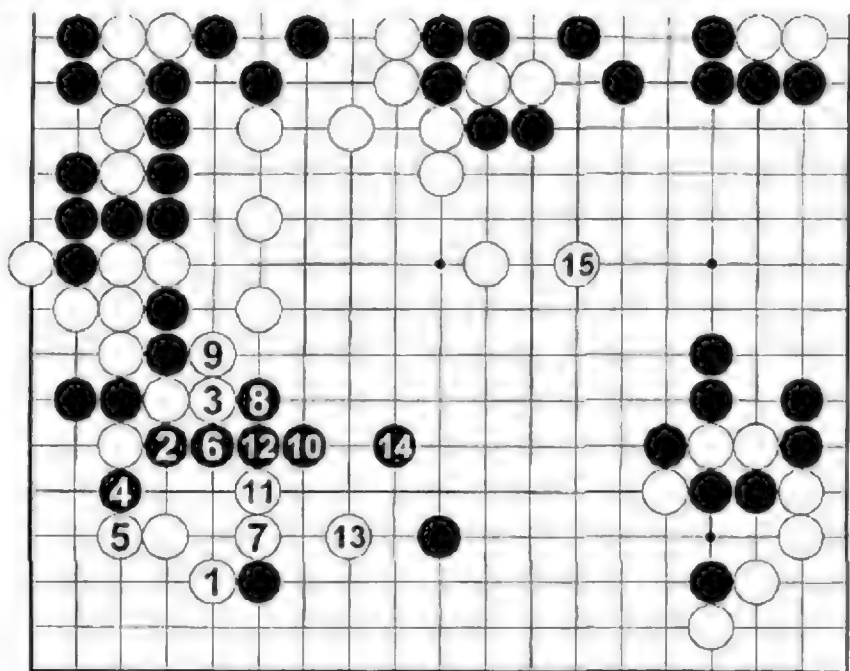


Figure 4 (101-150)



Dia. 10: better for White

Figure 4 (101–150). *Slack play by Yoda makes the game close.*

The consolation for Black is that before linking up with 5 he can play 1 and 3 in sente (setting up 49 for later). Even so, capturing four black stones in the bottom left clearly gives White the lead.

The conservative move of 6 is typical of the cautious Yoda: once he gets ahead, he plays very solidly. O Meien: 'Yoda is probably just about the only player who wouldn't attach at 1 in *Dia. 10*. At least I'd like to see White play 1 at 3. This way White would win more easily.' If Black answers 1 at 7, White then connects at 2. According to Kobayashi, if Black counters with 2, the continuation to 14 is more or less a one-way street. White 15 is then an ideal point for reducing Black's moyo. In the review of the game, Yoda agreed with this analysis.

Black plays 7 and 9, as his bottom area is thin, so White gets to reduce with 10 anyway.

Black 11 is a point that's been hanging around since the opening. One might wonder if Black should try to get the maximum area possible on the right side by attaching at A instead, but the game looks bad if White gets to play first on the bottom right.

White 18. White 32 is bigger (it has a good follow-up at B), but again Yoda plays solidly.

White 40. Yoda regretted this move. Bigger is White 41, Black C, White D; Black would then have to defend at 45, after which White E is a troublesome move. After Black 41, the game is a half-pointer.

Figure 5 (151–200). *An unshakeable half point*

Although the game is very close, O Meien couldn't find any way for Black to win it. White's

lead was a secure half point. O: 'White played the endgame accurately after White 40 in Figure 4. I was impressed with Yoda's ability to judge correctly that 54 was big. Yoda's play after he takes the lead may look slack, but playing solidly like this is his distinctive style. He won playing his own style, so he was probably satisfied.'

Before the title match began, some people were worried that Yoda seemed to be out of form: he hadn't had many games this year and had a minus record (6–7). However, here he was with a 2–0 lead. He couldn't have asked for a better start.

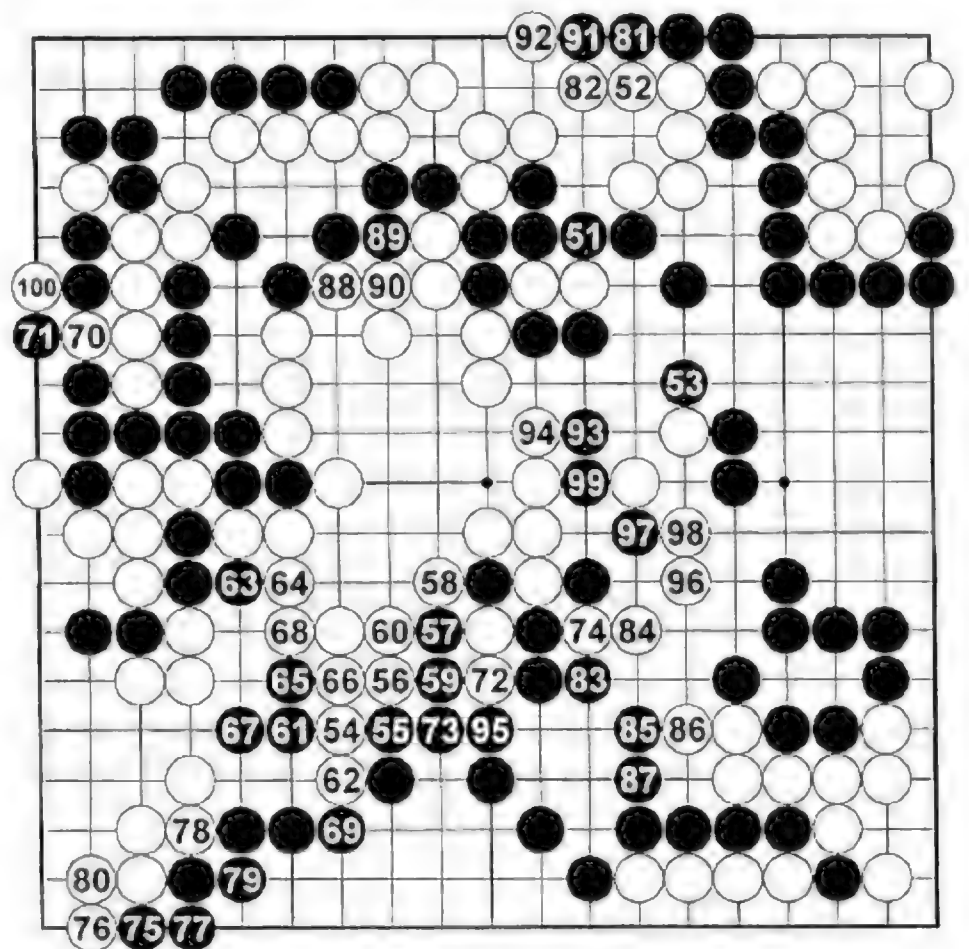


Figure 5 (151–200)

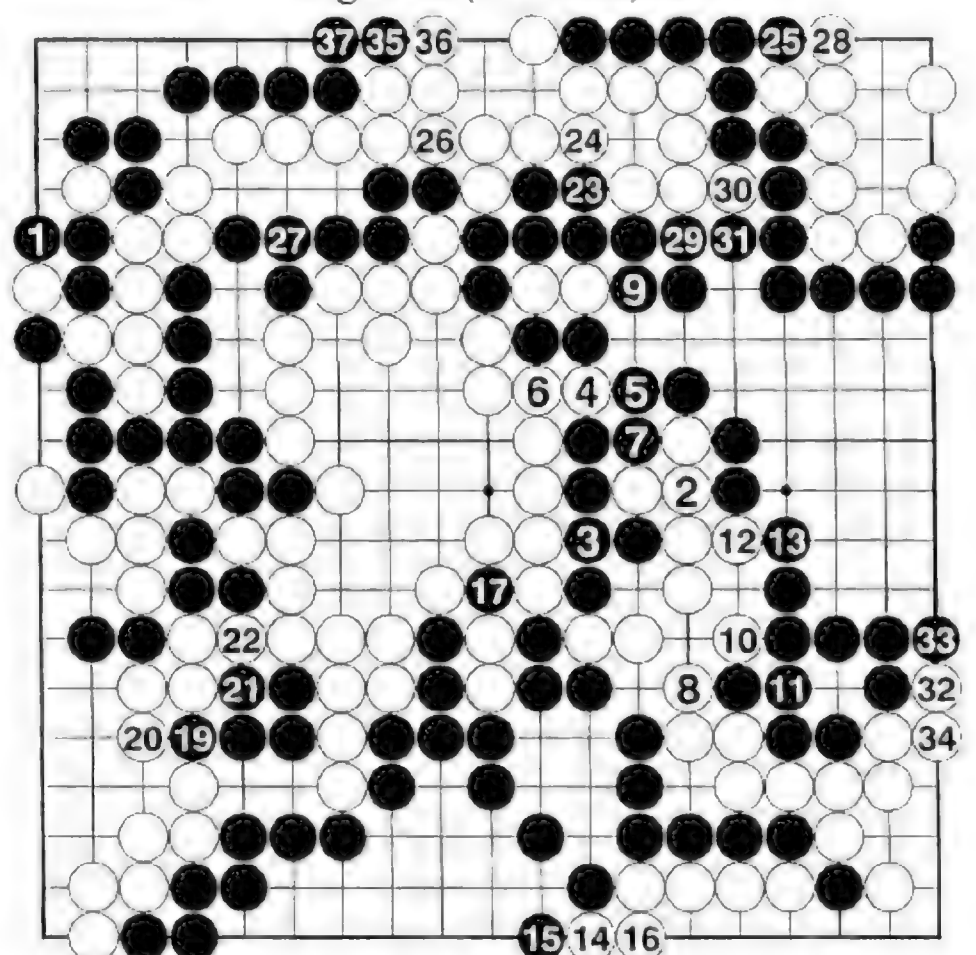


Figure 6 (201–237)

18: recaptures

Figure 6 (201–237). *Back in form*

White wins by ½ point.

Translated from Gekkan Go Warudo, November 2001 (O Meien), and the Asahi Newspaper (Kobayashi) by John Power.

Game Three

White: Rin Kaiho 9-dan

Black: Yoda Norimoto Meijin

Played in In-no-shima on September 26, 27, 2001. *Commentary by O Meien 9-dan and Sonoda Yuichi 9-dan.*

This game was played on the island of In-no-shima, the birthplace of Honinbo Shusaku. The islanders have built a museum honouring his memory and they occasionally host title games. This was the second Meijin title game to be held there.

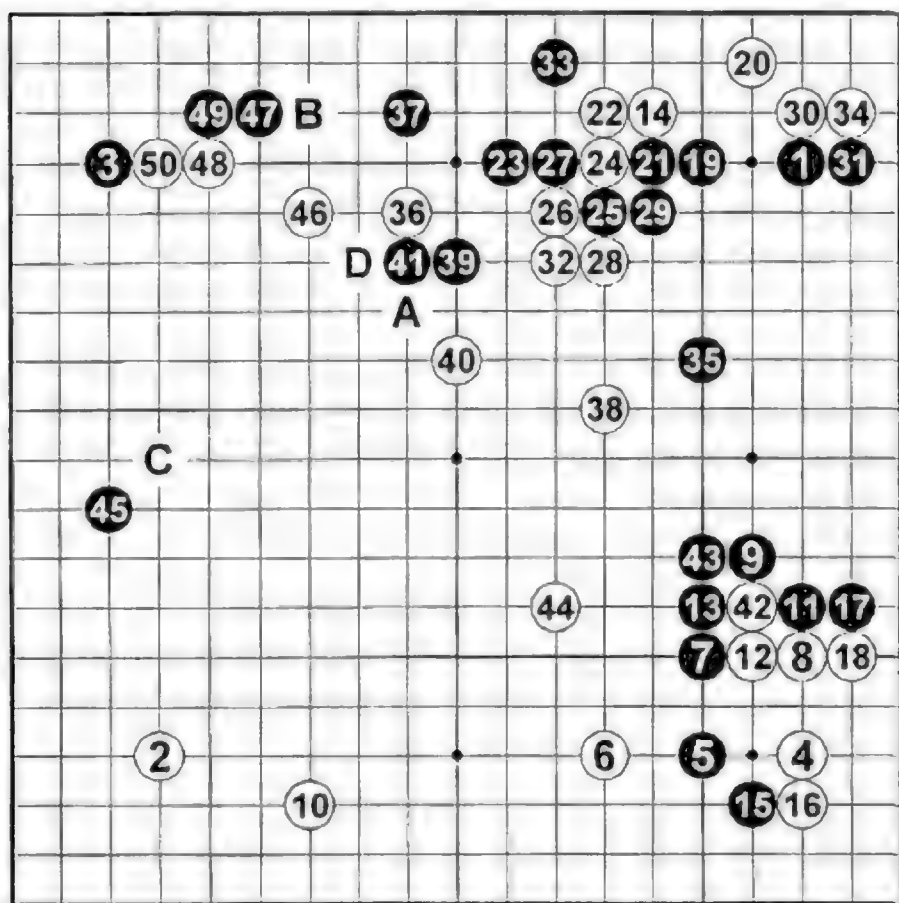


Figure 1 (1–50)

Figure 1 (1–50). *'The Rin keima'*

Black 19 was the first really slow move of the game: Yoda spent 76 minutes on it. The sequence to 35 that follows is a joseki.

White 38. Defending with White A is also tempting.

Black 39. The alternative is to play quietly at B, in which case White would probably switch to the left side at C.

White 40. White would like to intercept as in *Dia. 1*, but the ensuing fight looks favourable for Black. Black 6 is quite severe.

White 44 is Rin's third large-knight's move of the game. Rin is so fond of this move that it's called 'the Rin keima' when he plays it.

Black 45. This, rather than the high move of C, is the Yoda style.

White 46. The sealed move.

Black 47. Black plays quietly: Black D would be more severe.

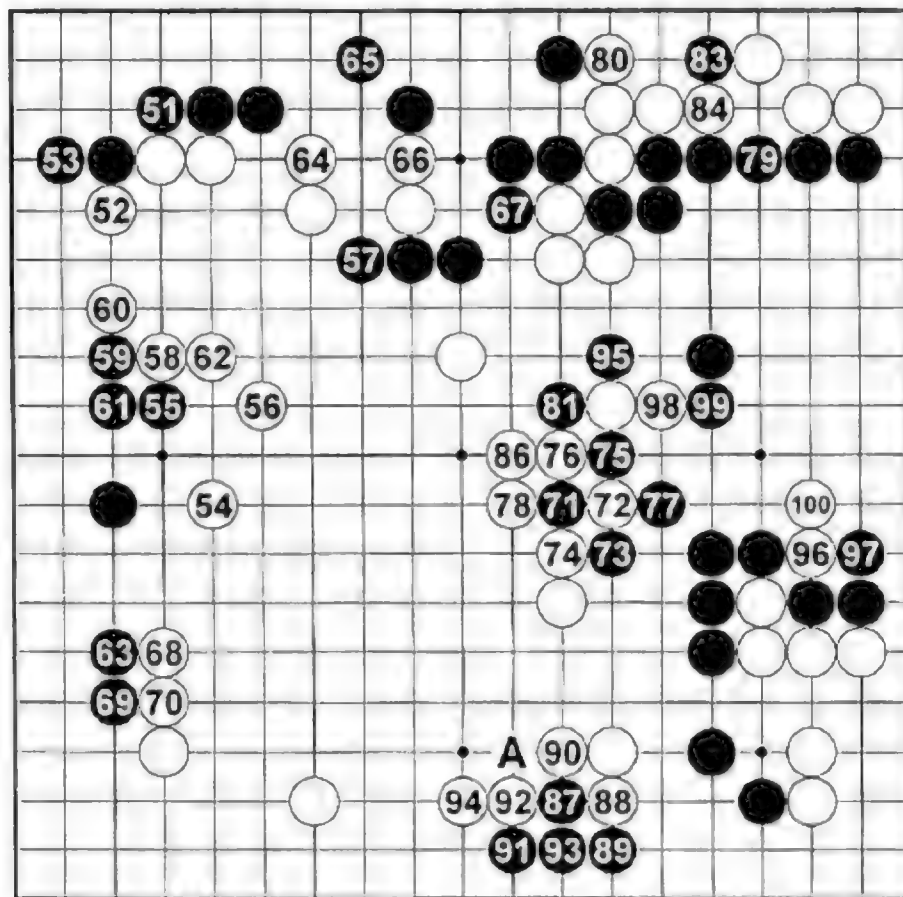
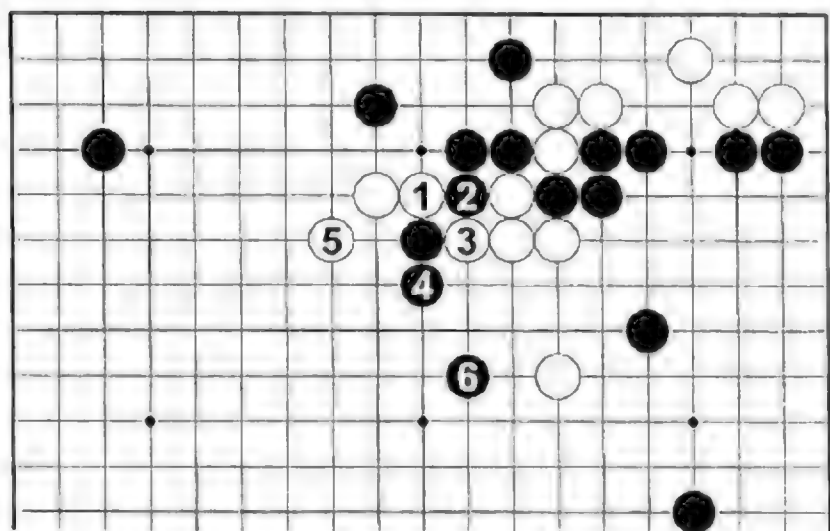


Figure 2 (51–100)

82: ko; 89: ko



Dia. 1: better for Black

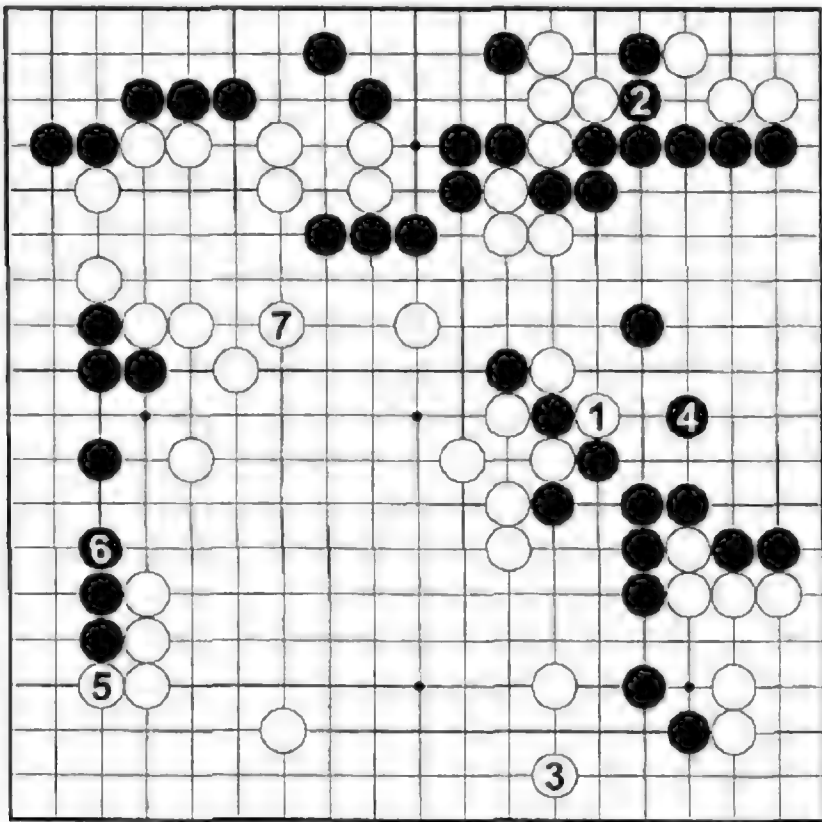
Figure 2 (51–100). *A bold alternative*

White sets out to surround the centre with 54.

Instead of invading the bottom with 92 or A, as the players following the game expected, Black comes in at 71. A ko follows, ending with White giving way with 86.

Yuki Satoshi 9-dan criticized White 84. He said: 'I couldn't conceive of connecting at 86.' What he meant was that White should ignore Black's ko threat at 83, capturing at 1 in *Dia. 2*. Yoda was initially sceptical when this variation

was proposed in the game review. 'Eh? Does White get enough territory?', he said. Rin commented: 'I trusted his ko threat.'



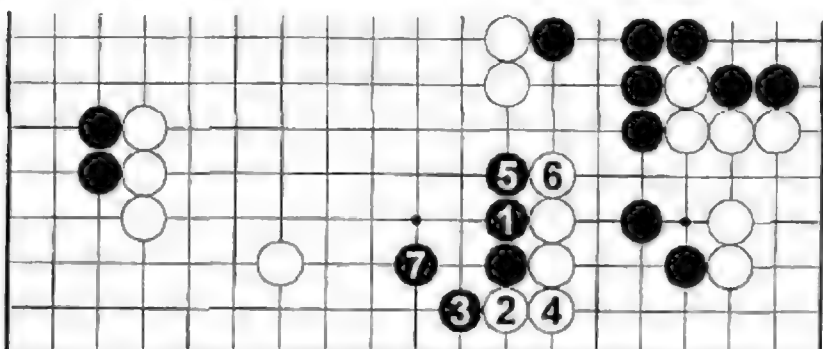
Dia. 2: a bold sacrifice

No clear conclusion was reached in the game review, but Sonoda 9-dan investigated it more thoroughly later. He concluded that if White played 84 at 1, then continued with 3 to 7, he would win by $1\frac{1}{2}$ or $2\frac{1}{2}$ points — even after giving up 40 points at the top. (O Meien suggested playing 3 at 4.)

The players agreed that when Black invaded at 87, he had a small lead.

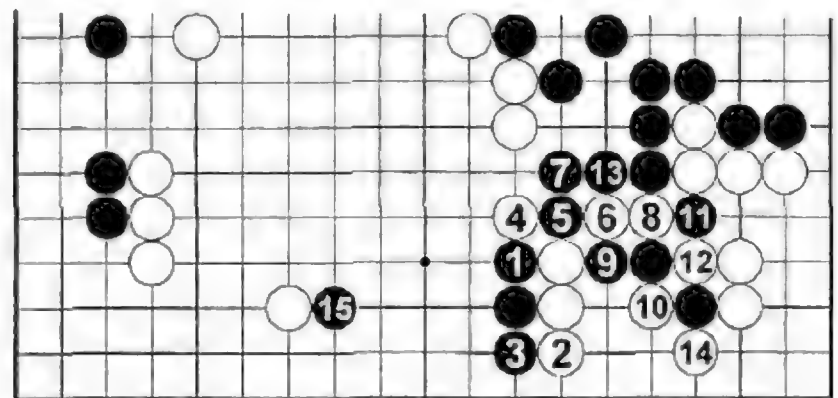
White 88. White can't win if he simply plays at 90, but Rin thought for 82 minutes before blocking at 88. The reason is that this is risky: Black might counter with 89 at 90, starting a difficult fight.

Dia. 3. If White answers Black 1 with 2, the black group is safe after 3 to 7. Therefore, according to Rin —



Dia. 3: good for Black

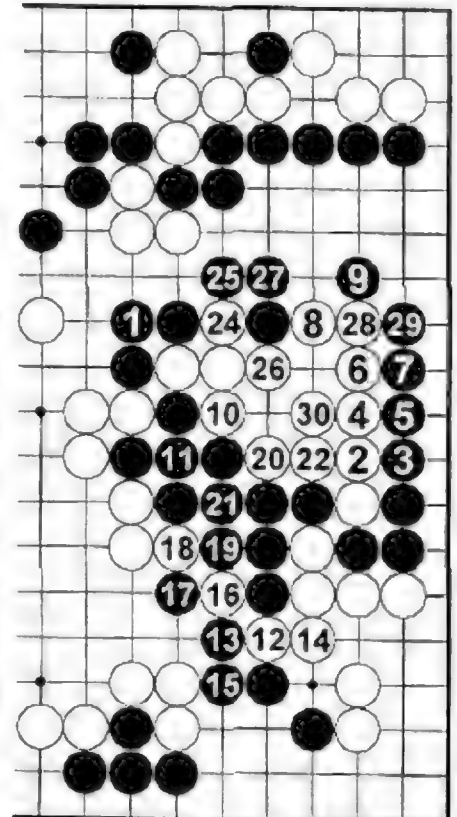
Dia. 4. White has no choice but to descend at 2. The players worked out the continuation to 15. Black can settle his group after 15, but White gains points on the bottom right. According to Sonoda, White will take the lead.



Dia. 4: good for White

White 96 looks like a *mochikomi* (loss without compensation), but 98 next is well-timed.

Black 99 is a bitter compromise. When Black played 95, he presumably planned to answer 98 with 1 in Dia. 5. However, White has a brilliant sequence to secure two eyes up to 30.



Dia. 5
23: connects

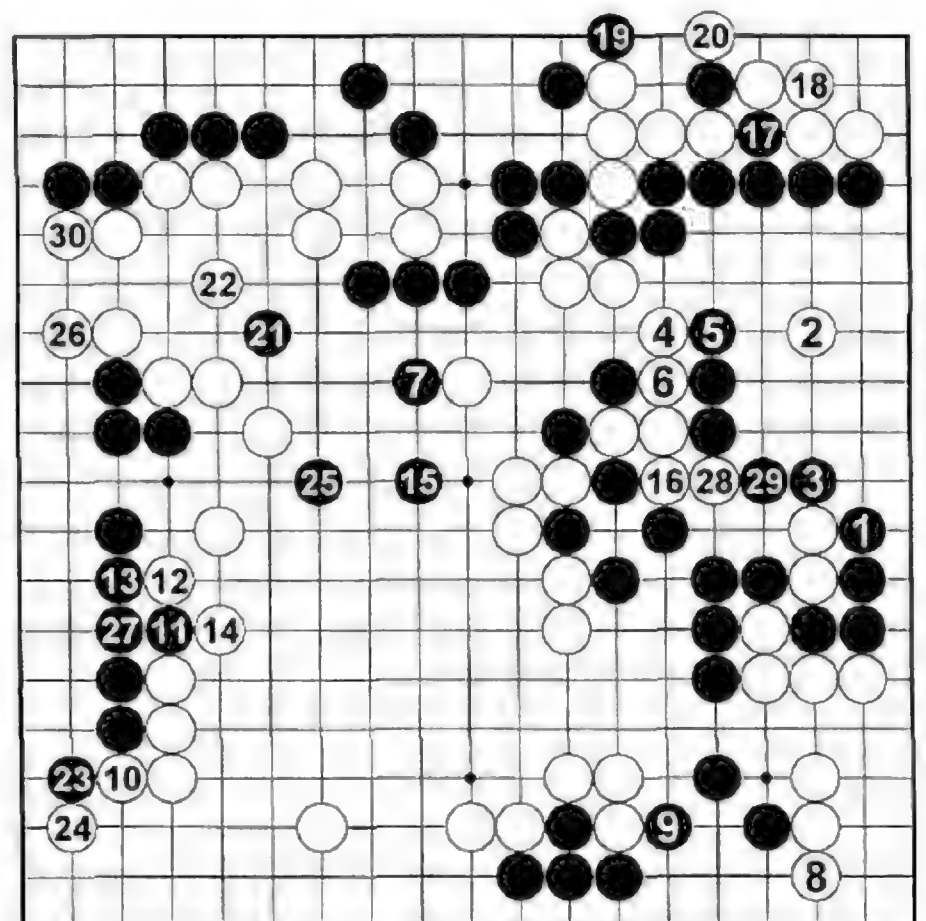


Figure 3 (101-130)

Figure 4 (101-130). Rin's brilliancy

White 2 is a brilliant move. Black 3 is forced; next, White 4 forces Black 5, so White is able to pull out two stones and capture two black stones, thus getting territory in a surprising place.

White 8 shocked Yoda. Playing a hane at 8,

followed by connecting, looked like Black's privilege, but instead White had descended in sente. According to Sonoda, White is now ahead.

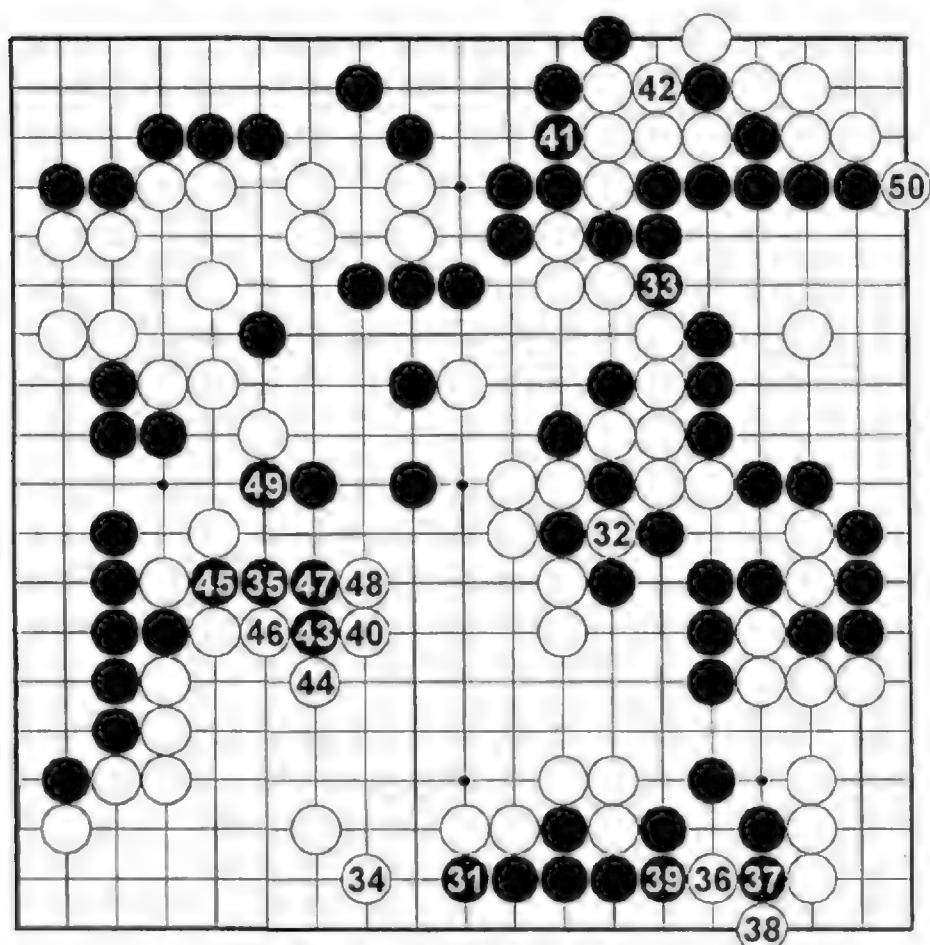
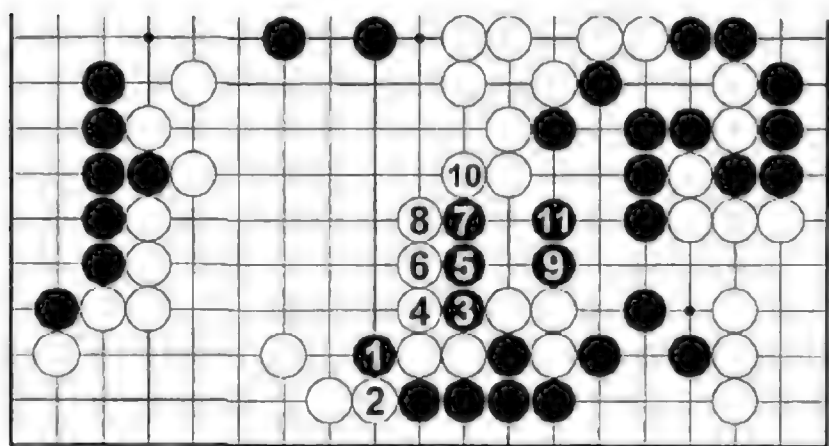


Figure 4 (131-150)



Dia. 6: Black doesn't gain

Figure 4 (131-150). Yoda misses a chance.

Black 33 is forced.

White 34 seems to have bad *aji*, but, if Black cuts at 1 and 3 in *Dia. 6*, White will just give up three stones; he recovers his loss by enclosing the centre up to 10.

White counters the peep of 35 by enclosing the centre with 40. After Black cuts at 45, he goes all out with 46 and 48 — Rin's shortage of liberties gives him bad *aji*, but not where he thought.

Black 49. Black misses his chance to win the game. *Dia. 7* shows how — this sequence was discovered by Ishii Kunio 9-dan, the referee.

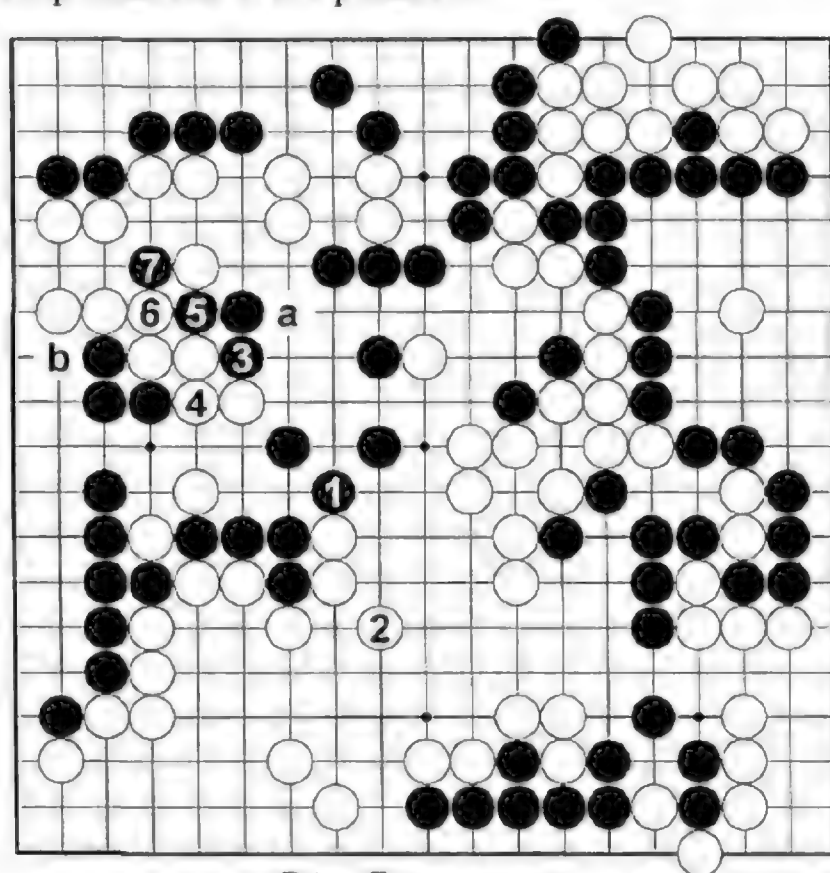
Dia. 7. After the game, Ishii commented that Black should have played 49 at 1 here. Rin looked dubious: 'Eh? I'll make a diagonal connection at 2.' Ishii then showed the continuation of 3 and 5, and both players almost jumped out

of their seats. 'Is that possible?' said Yoda, his eyes going round with surprise.

Black 7 kills the white group. Please confirm for yourself that White can't make two eyes here. The timing of 3 is important: if Black plays 5 first, White counters with the brilliancy of 'a' and makes two eyes. Consequently, when Black plays 3, White can't answer at 4 but must play 'b' to live. That means that Black gets a lot of points in the centre and wins.

Rin: 'I'd probably have noticed when Black played the atekomi (3). I could have been in bad trouble.'

Black 49 was the last point at which real complications were possible.



Dia. 7: an upset

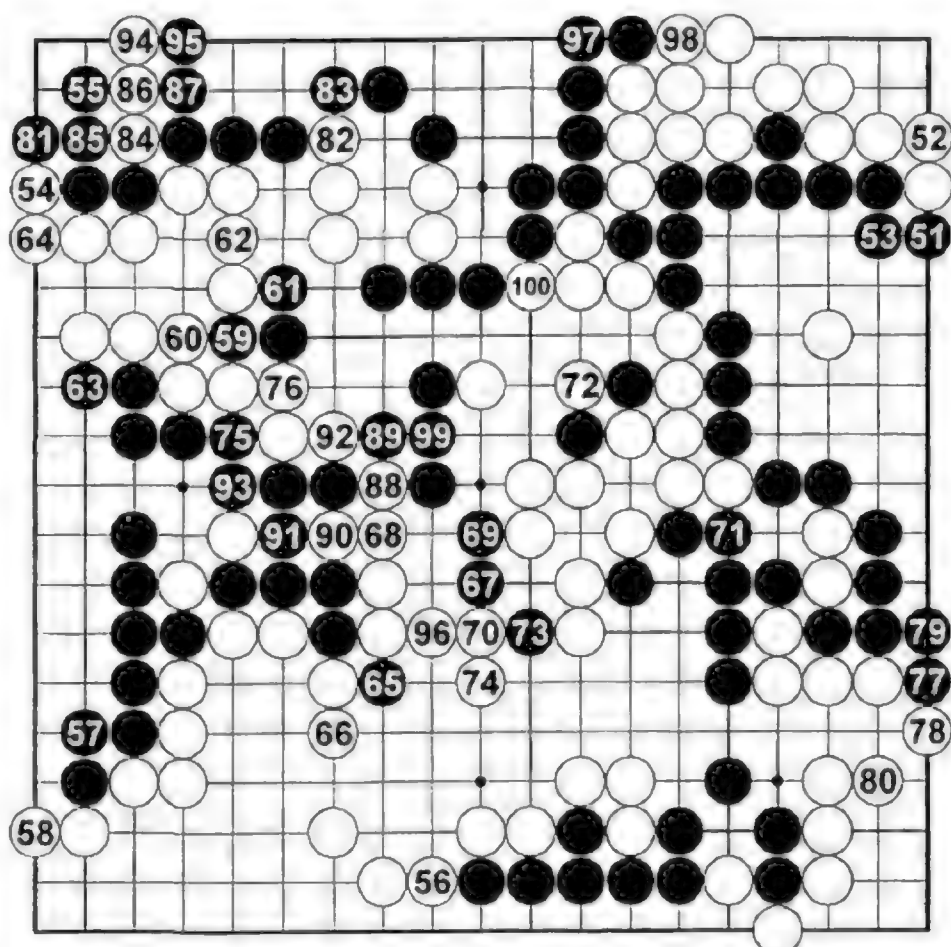


Figure 5 (151-200)

Figure 6 (151–200). A close game

White is a little ahead, but the endgame doesn't go smoothly for Rin. White 74 loses a point: it should be at 96.

Figure 7 (201–253)

White wins by ½ point.

The game finished at 8:13 p.m. No one had had dinner, so the game review was cut off after an hour, even though Rin is famous for his fondness for lengthy postmortems. Around 11 o'clock, Yoda came to the pressroom and started going over the game with Ishii and Sonoda. About 30 minutes later, Rin wandered in. 'Oh! I see you're at it,' he said with a joyful look on his face. It was not until 4 a.m. that he called it a day.

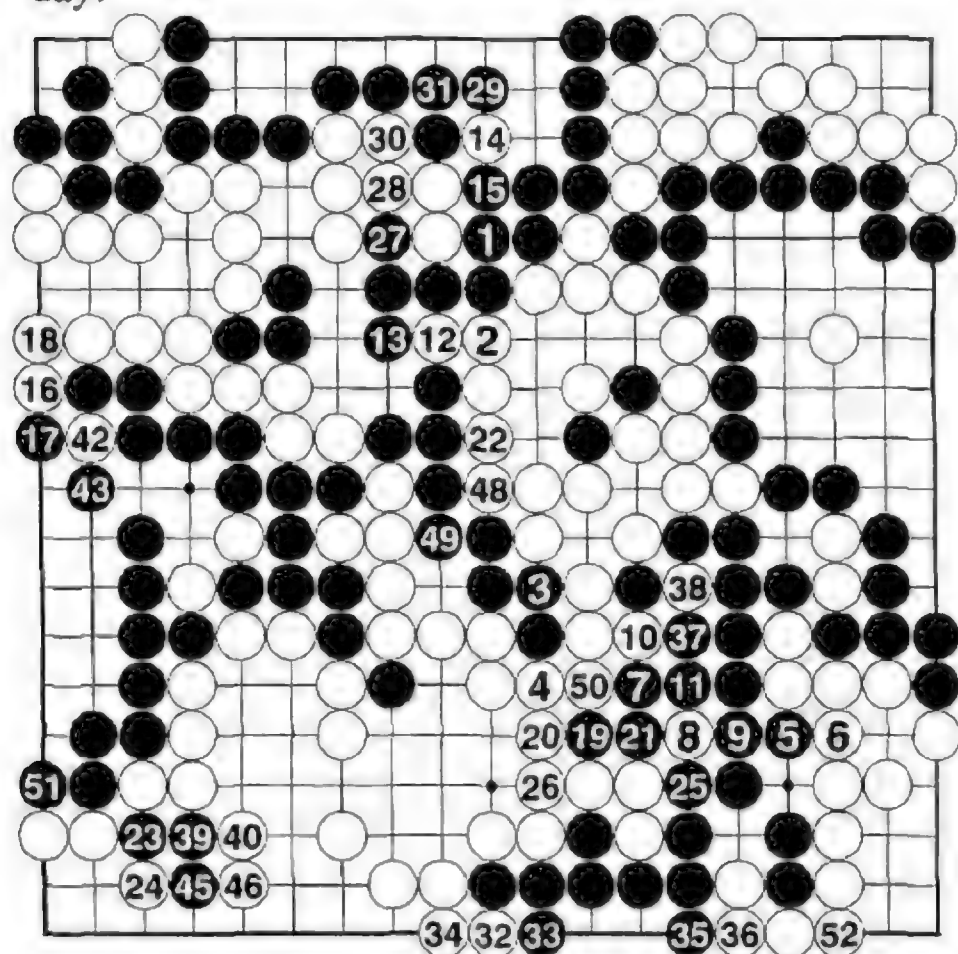


Figure 7 (201–253)

41: ko (left of 38); 44: ko (at 38);
47: ko (left of 38); 53: connects (at 38)

Translated from Gekkan Go Warudo and Go Weekly by John Power.

Aoki Kikuyo's promotion game

White: Aoki Kikuyo 7-dan

Black: Koyama Hideo 5-dan

Played at the Nihon Ki-in on 21 September 2000.

We just have enough space for a short game, so here is the game in which Aoki Kikuyo

gained promotion to 8-dan last year. She is the second Japanese woman to reach that rank.

Figure 1 (1–50)

White 20 is a superb point.
Black 43 should be at 46.

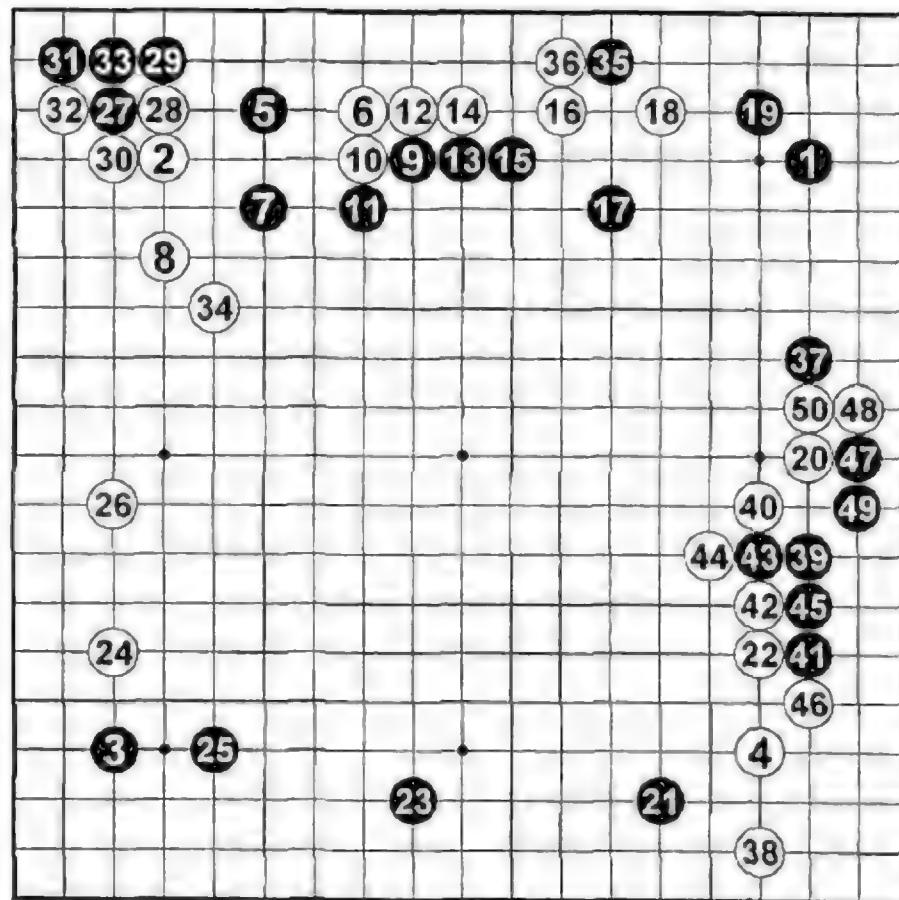


Figure 1 (1–50)

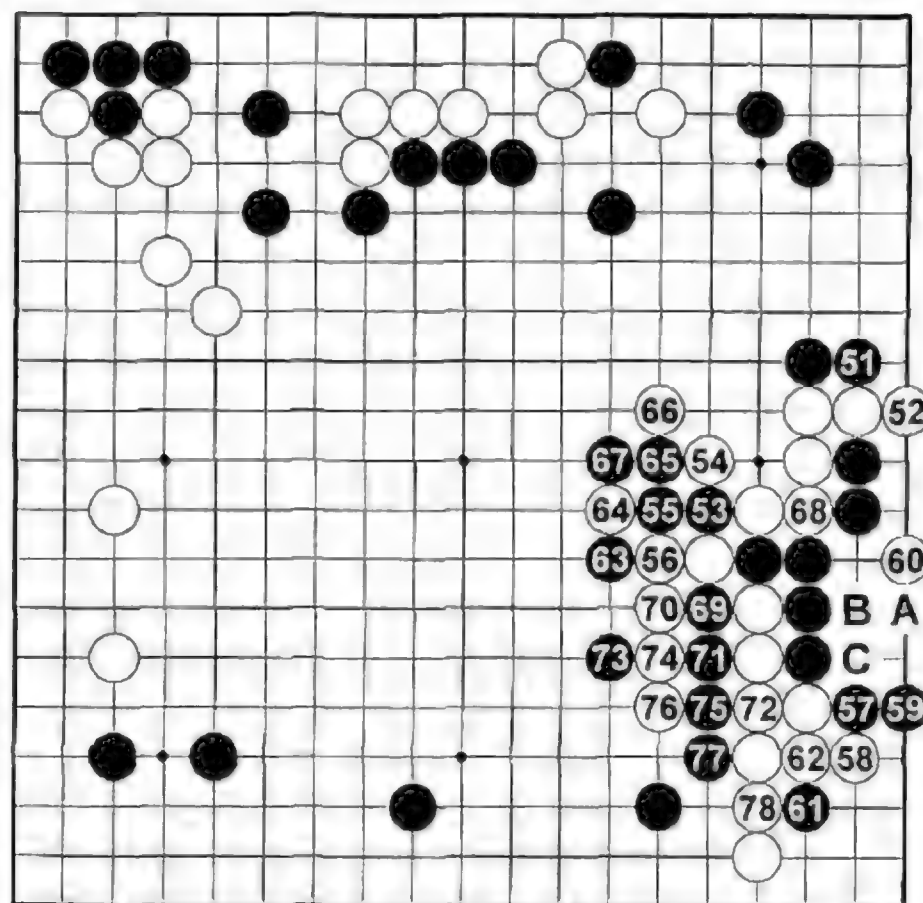


Figure 2 (51–76)

Figure 2 (51–76)

Black 61 etc. Playing a ko with Black A–White B–Black C would be too painful, so Black tries to counterattack.

It's all over after White 68.

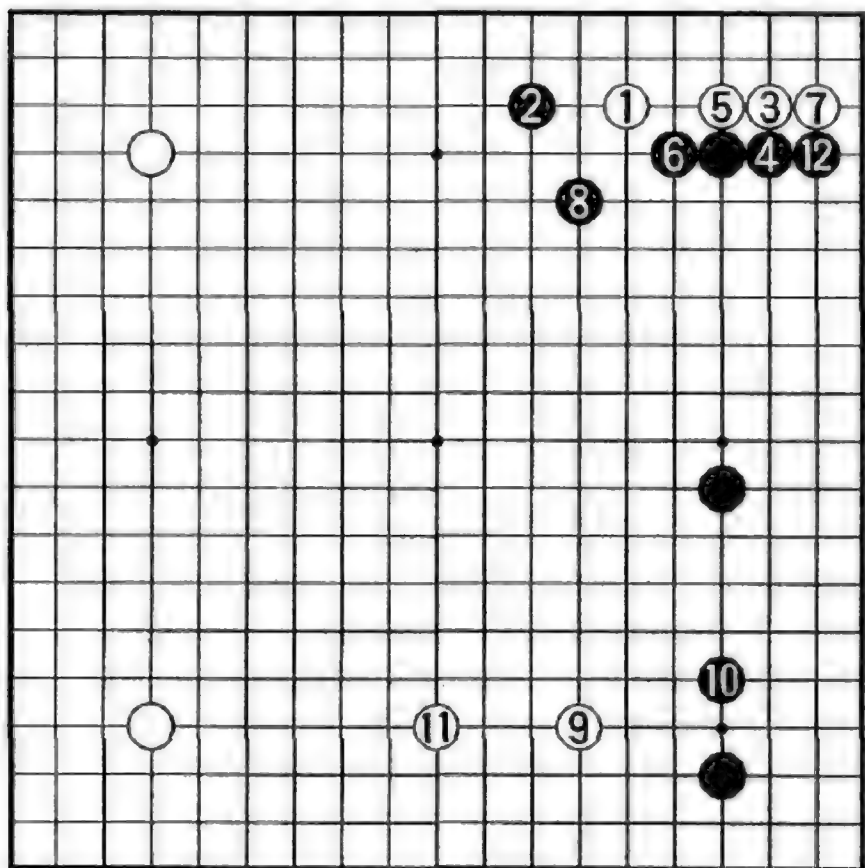
Black resigns after White 68.

(Igo Nenkan 2001)

Unusual Joseki Variations

By Yo Kagen 9-dan

Every joseki has a lot of variations. The moves that characterize these variations may seem to have the same purpose as the ones in the basic joseki pattern, but there are subtle differences between them and the way they are handled are different for each case.



Theme Diagram. 3-3 point invasion

After Black pinchers the white stone at 1 with 2, White invades the corner with 3. The sequence to Black 6 is the joseki and it is the correct way to play in this position. However, White 7 may strike some as a strange, and Black 8 is also unusual, but both of these moves are joseki. After Black 8, White switches to the bottom with 9 and 11, but these two moves are played a bit too soon. Next, Black 12 is big.

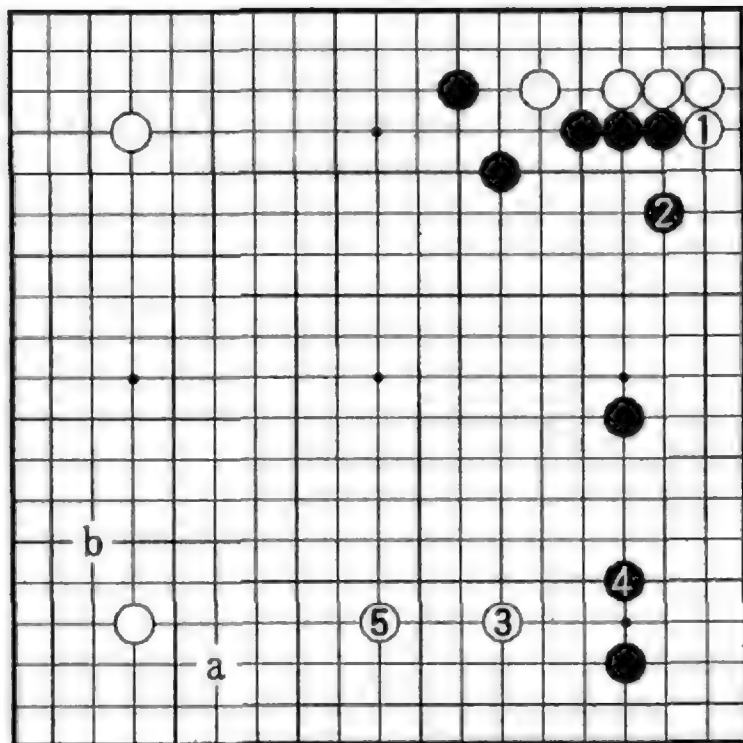
The problem here for White is how to answer the knight's move of Black 8 —

Dia. 1. Joseki

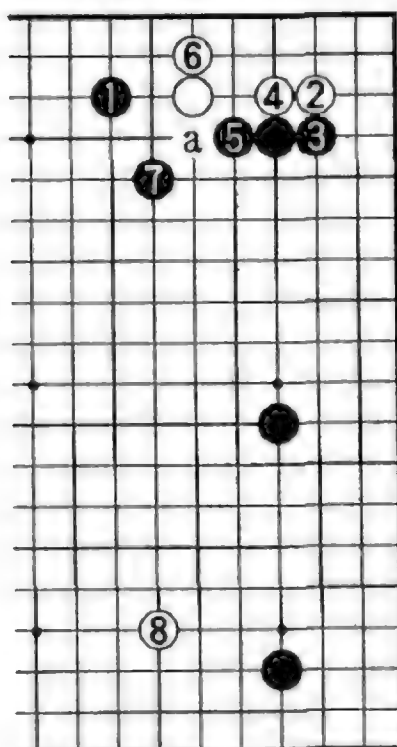
White must turn at 1. If Black makes shape with 2, White can then switch to 3 and 5 at the bottom. Black is certainly not limited to answering 1 with 2. He could also exchange 'a' for White 'b', then extend to 5. This is another black strategy.

Dia. 2. Basic Joseki 1

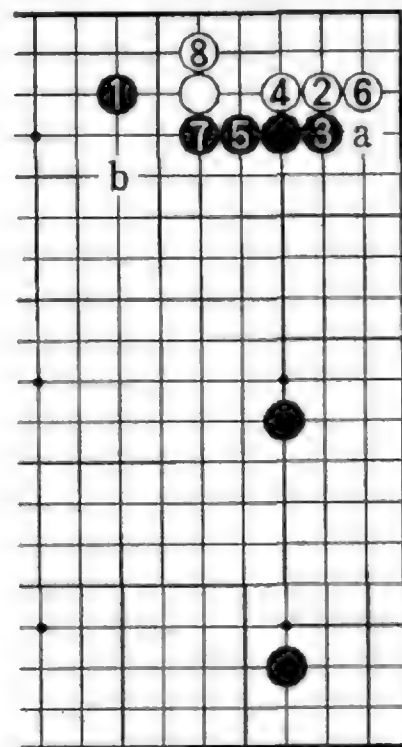
The sequence to Black 7 is a popular joseki. At this point the joseki comes to an end. White 6 at 'a' is also a joseki. White ends in sente, so he can play 8 at the bottom.



Dia. 1



Dia. 2



Dia. 3

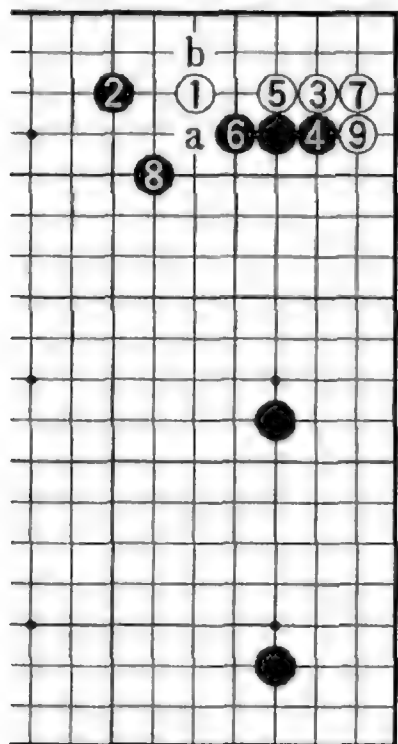
Dia. 3. Basic Joseki 2

Black descends to 6 against Black 5. White is playing a tight territorial game, and, with the opening at 'a', is threatening to minimize the scope of Black's moyo on the upper right. Black can continue with 'a' or 'b', but he can also play elsewhere, so White cannot be sure that he will end in sente. The merit of White's position is the open skirt at 'a', but its drawback is that White cannot be sure he will retain sente.

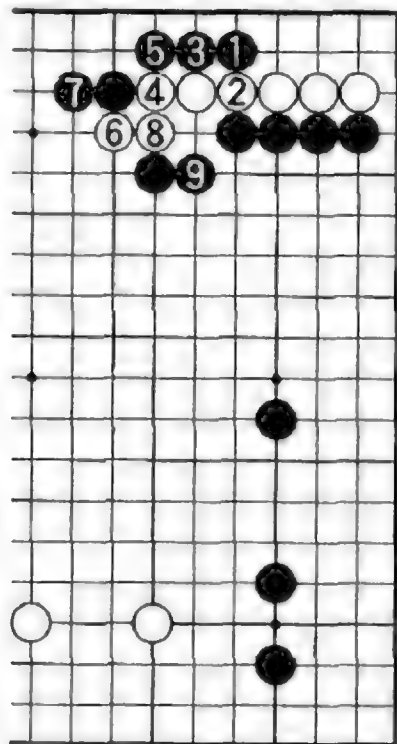
Dia. 4. Basic Joseki 3

If Black doesn't respond to White 7 with 'a', and plays the knight's move of 8 instead, the third variation of this joseki results. Black refrains from

pressing at 'a' because he doesn't want to provoke White to reinforce his corner at 'b'. In other words, he wants to leave some potential for attacking the white stones there. For that reason, White cannot omit turning at 9. If he does not play this crucial move and allows Black to block with 12 in the theme diagram, Black has a good attack against the white stones.



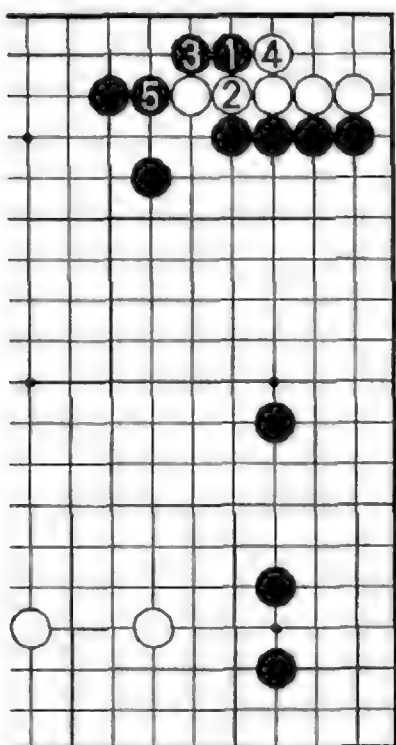
Dia. 4



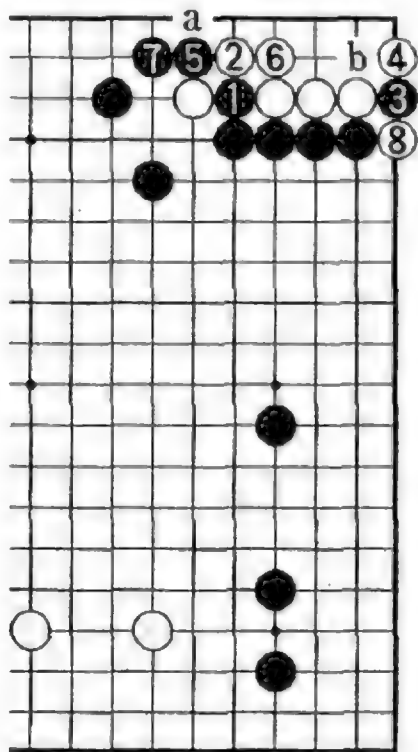
Dia. 5

Dia. 5. The attack

Black starts his attack with the placement of 1. White moves out into the center with the sequence to 8, but, with Black 9, the entire white group is under attack and all it can do is to escape into the center.



Dia. 6



Dia. 7

Dia. 6. White is dead.

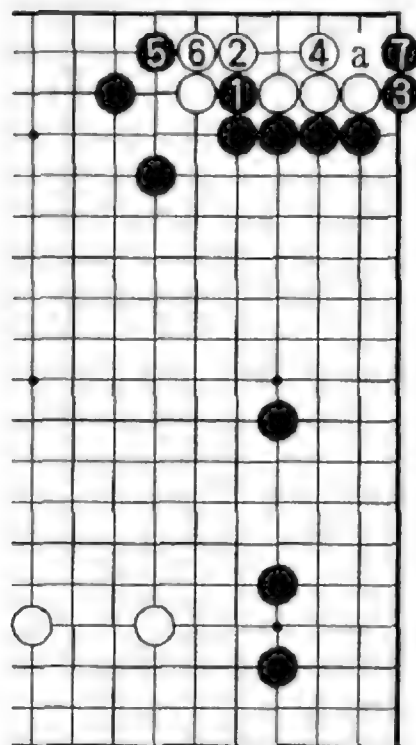
White does not have enough room to make two eyes in the corner, so he cannot play 4 against Black 3. Black 5 traps the white stones.

Dia. 7. Pushing in

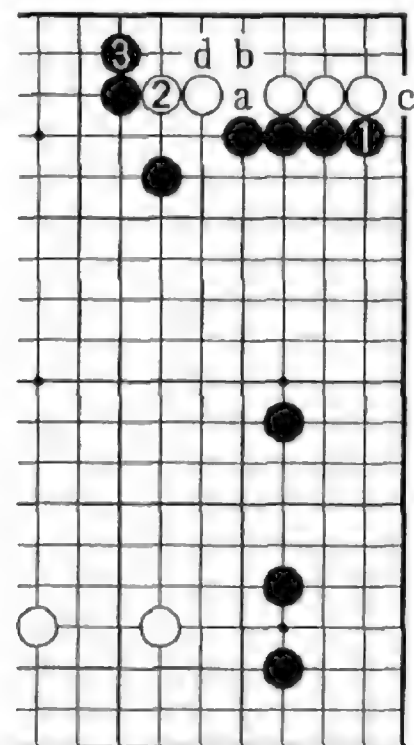
Black could also push in with 1 and hane with 3. Black 5 and 7 capture a white stone. If White 6 at 7, Black will play the sequence Black 6–White 'a'–Black 'b' and the entire corner falls to Black. Because White can live when he captures with 8, the timing of playing this sequence is vital.

Dia. 8. White can't get roots.

Against Black 1 and 3, White might play 4. However, White will be unable to get eyes for his stones after Black 5 and 7. If White 4 at 5, Black 'a' also leaves the white stones insecure.



Dia. 8



Dia. 9

Dia. 9. A stopgap measure

After Black 1, it is necessary for White to take some defensive action. White 2 is only a stopgap measure. But after 3, Black is threatening the sequence Black 'a'–White b'–Black 'c'. The correct way for White to defend is simply to play 'd' instead of 2. After Black 1, however, White 'd' is submissive. In conclusion, White 9 at 12 in the theme diagram is an urgent move.

From *Go Weekly*, September 10, 2001.

Yi vs. Yi in the Samsung Cup

Continued from page 28

The younger Korean players have got incredibly strong. We get the impression that Yi Ch'ang-ho is a perennial winner, but actually there are quite a few games like this in which he is given a really tough time. But when life is tough, he pulls off something. He has tenacious spiritual strength.

(*Go Weekly*, 29 October 2001)

Plunging Into the Middle Game

Yamada Takuji 6-dan

The opening in *Figure 1* is taken from one of my games. The joseki from White 6 to 12 has been played in the lower left corner. [This is the same joseki that was studied on page 46 of this issue.]

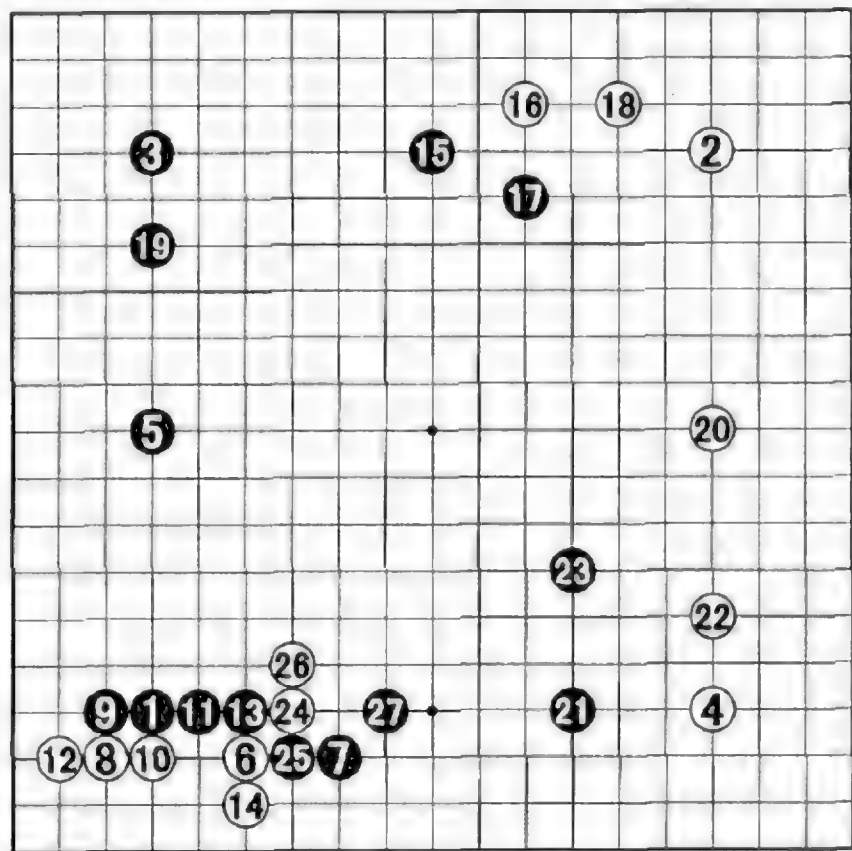
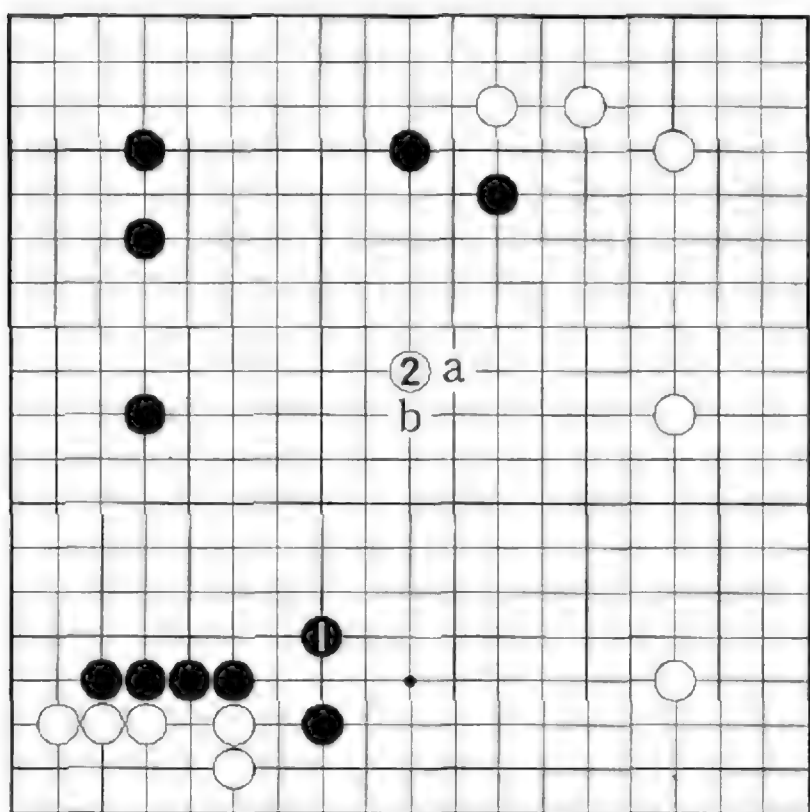


Figure 1

With 23, Black maps out a huge framework in the center. To counter it I cut through with 24 and 26, intending to fight for life inside of it.

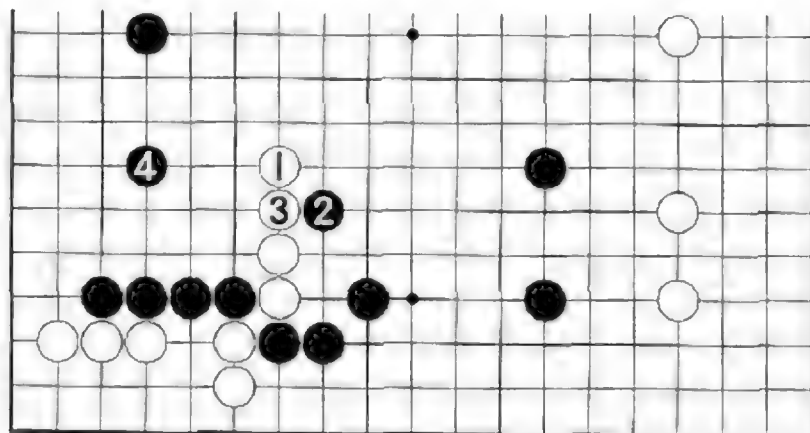


Dia. 1. The proper move

After White 20 in *Figure 1*, defending with Black 1 in *Dia. 1* is solid. This is the proper move. It is difficult for White to decide on where to erase the Black framework. I would probably have played at 2, but the points 'a' and 'b' are also possi-

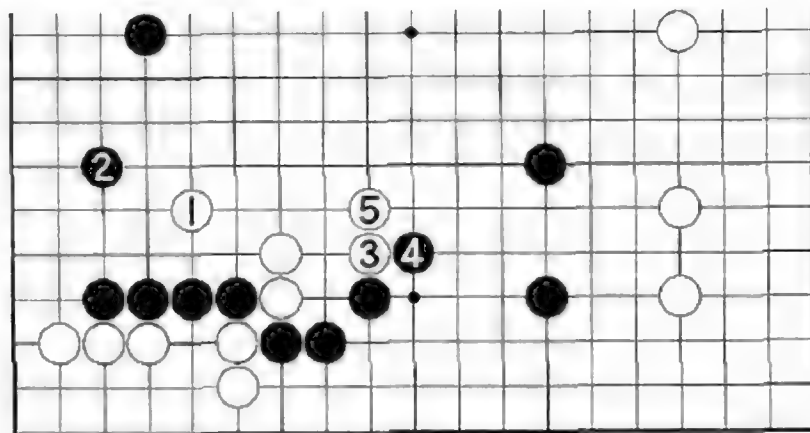
ble. In the game, Black played 21 and 23, inviting 24. White's aim is to seize the initiative by attacking this stone. I think that this is a good strategy.

Well, where should White play 28?



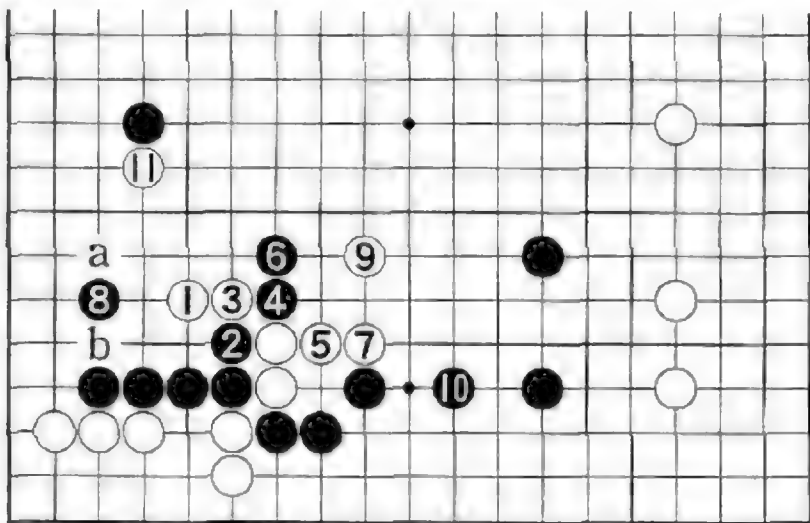
Dia. 2. A heavy shape

At first glance, jumping out into the center with White 1 in *Dia. 2* looks like the usual move. However, I felt that it was completely out of the question. The reason was that after Black 2 and 4, White is left with a heavy string of four stones. Settling this group will be difficult.



Dia. 3. Another plan

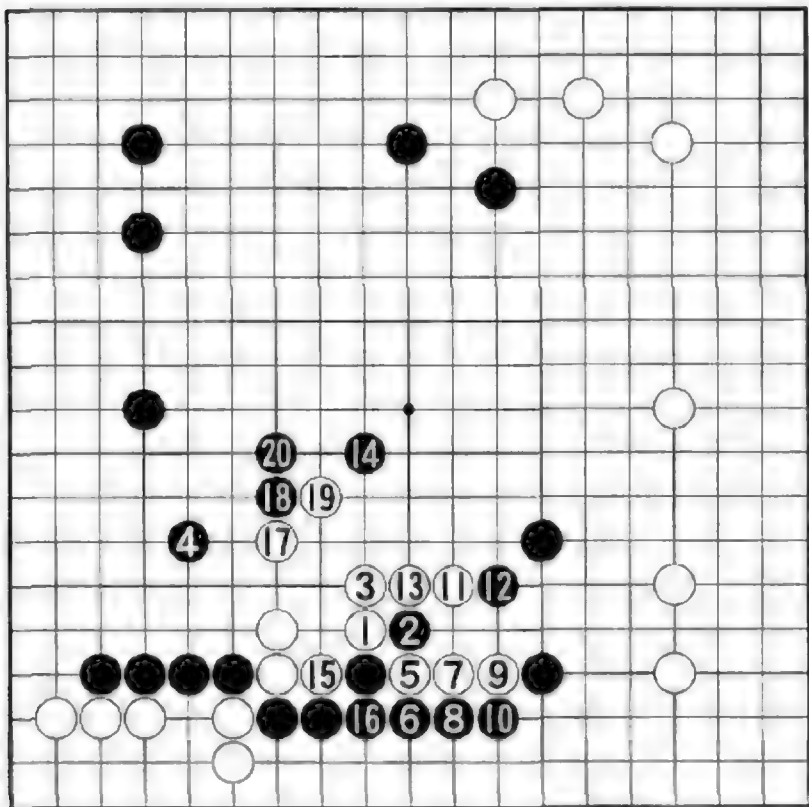
White 1 in *Dia. 3* is another idea. If Black answers with 2, White will expand into the center with 3 and 5; he can now relax. However —



Dia. 4. Unpredictable

Black might violently cut through with 2 and 4. The sequence to 8 is inevitable. After this the result

is unpredictable, but I would expect that the game would continue to White 11. In any case, this would lead to a hair-raising fight, and neither player could be confident in its outcome.

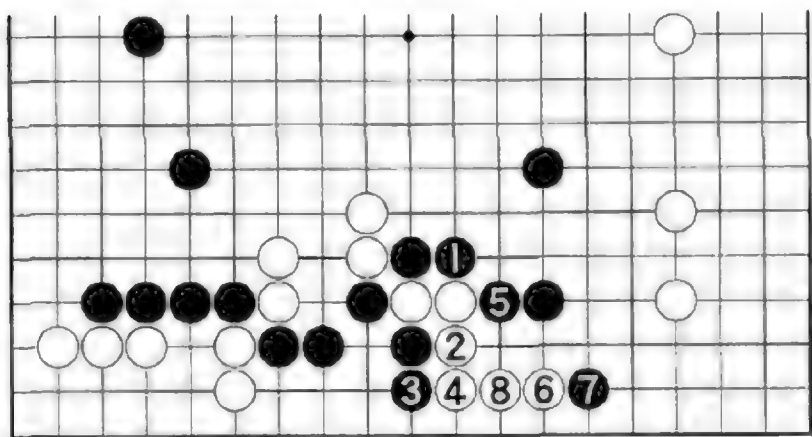


Dia. 5. How the game continued.

The sequence in *Dia. 5* shows how the game continued. I simply attached and extended with White 1 and 3. Black defended the right side with 4, so I cut with 5 and was able to settle my stones with the sequence to 11, capturing a stone in the process. I felt that this result was satisfactory for White.

Black 14 was an interesting move, but White 15 and 17 were bad. Black 18 stops White from breaking into the moyo on the upper left. Black is thick there, so White has failed.

Of course, White 17 ensures that these stones get two eyes, but they were not in much danger. White should have tried harder.

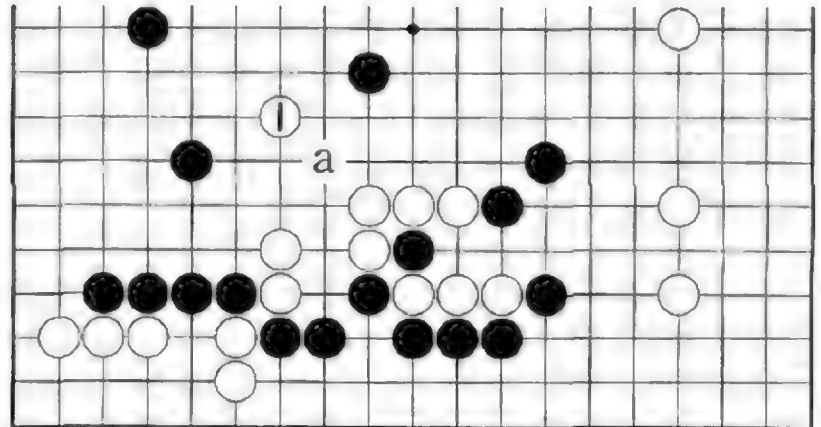


Dia. 6. White wins the capturing race.

Instead of 8 in *Dia. 5*, the counterattack of Black 1 in *Dia. 6* is worrying. However, after playing 8, White easily wins the capturing race.

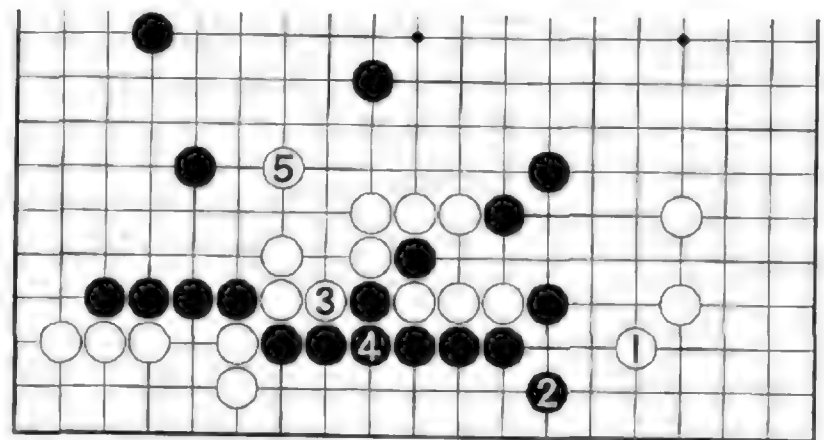
Instead of White 17 in *Dia. 5*, jumping out one line farther to White 1 in *Dia. 7* is best. White's prospects for living with these stones are almost the

same as in *Dia. 5*, but it will now be harder for Black to stop White's advance into the upper left. For sure, it will not be as easy as in the game. I was worried about Black robbing me of an eye with 'a', but there was something wrong with me. These stones are in no danger.

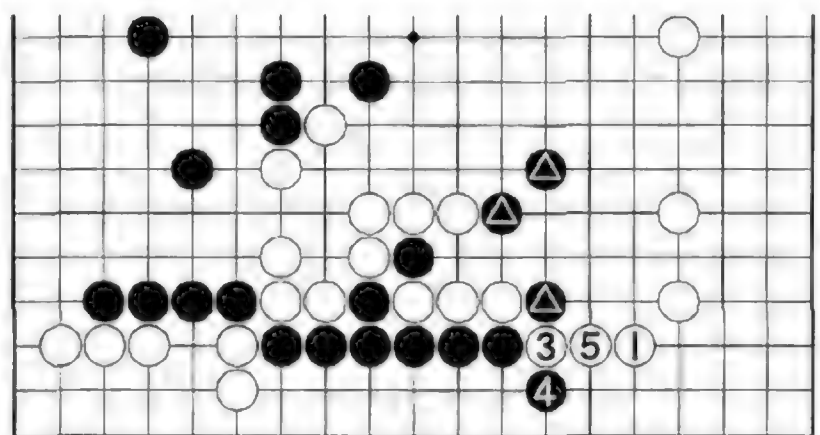


Dia. 7. The difference one line makes.

White made another error by not playing the diagonal move of White 1 in *Dia. 8* before exchanging 15 and 17 in *Dia. 5*. If White plays this move first, Black has no choice but to defend with 2. Now White can play 3 and 5.



Dia. 8. Another error



*Dia. 9. No incentive
Black 2 plays elsewhere*

After White secures life in the center, Black has no incentive to defend against the cut of 3 in *Dia. 9*. Therefore, Black will ignore White 1 and play elsewhere. Even though the three marked black stones are cut off, they are light, so they are not easily attacked. Moreover, the black stones at the bottom are already alive.

(From *Gekkan Go Waarudo*, June 2001.)

New Books from Kiseido

Get Strong at Attacking

by Richard Bozulich

The latest book in the *Get Strong at Go* series covers an often neglected phase of go: attacking in the middle game. Accurate analysis, spotting tesujis, and killing or rescuing stones is the backbone of middle-game strength, but creating or finding vulnerable stones, then attacking them correctly is an equally important technique and one that many amateurs are deficient in. The 136 problems in this book illustrate:

- the importance of securing your own stones before attacking;
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- when it is advantageous to confine your opponent's stones or when it is better to gouge out their eye space;
- how to execute leaning attacks, that is, attacking stones in one part of the board in order to build strength to capture or threaten stones somewhere else;
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Edited by Richard Bozulich

Nearly a decade has passed since the first edition of *The Go Player's Almanac* was published. During that time momentous events have occurred in the go world, in particular, the proliferation of international tournaments and the emergence of Korea, with Yi Ch'ang-ho leading the charge, as the pre-eminent go power on the planet. To cover these new developments, *The Go Player's Almanac* has been completely revised and expanded. Many additions have been made to the biographical section, tournament lists, and the glossary of go terms, making it the most comprehensive reference work on go ever written, containing everything you might want to know about the game. It is a book that belongs on every go player's bookshelf. Here are some of the topics you will find within its pages:

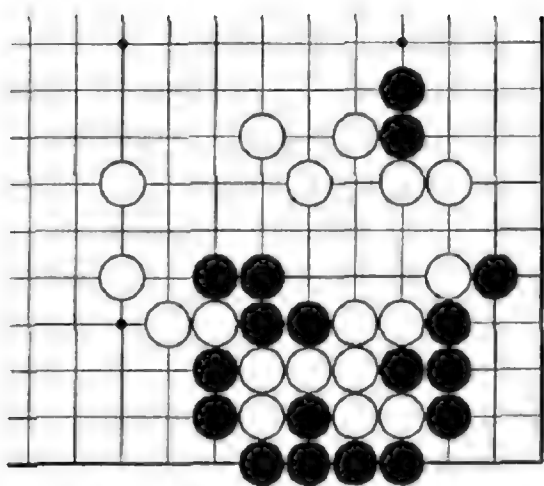
- Go's origins, its history and philosophy;
- a complete who's who of current and historical players in China, Japan, Korea, and Taiwan;
- how to become a professional go player;
- detailed information on all the major go tournaments in the world;
- an authoritative and comprehensive glossary of go terms;
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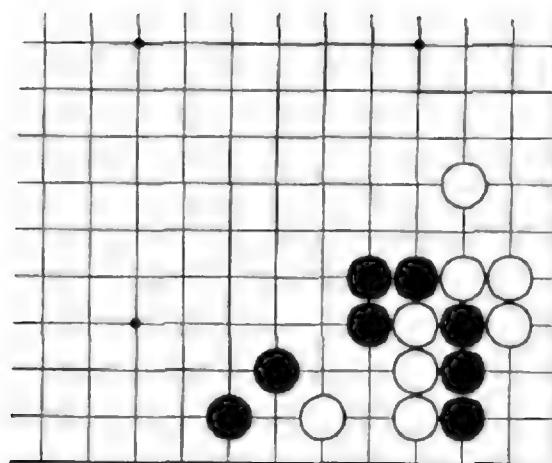
<http://www.kiseido.com/>

Six Tesuji Problems



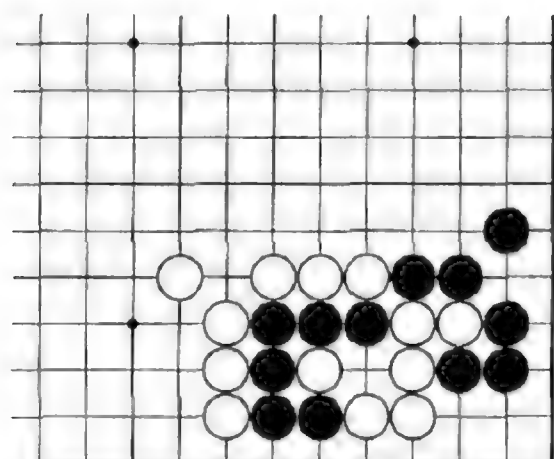
Problem 1. Black to play

The only way that Black can save his four stone in the middle is to capture eight white stones. How can he do this?



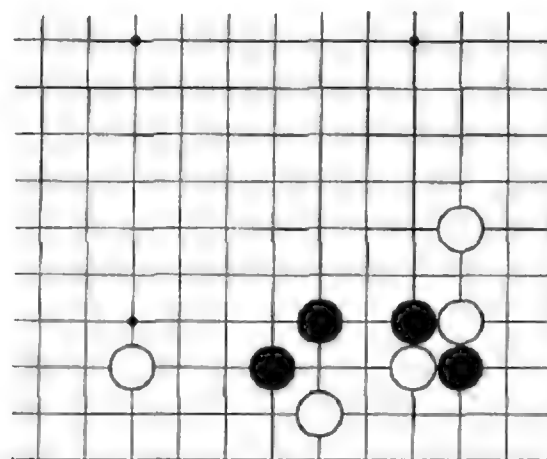
Problem 2. Black to play

Black's three stones in the corner and the four white ones on the left are caught up in a capturing race. What should Black do?



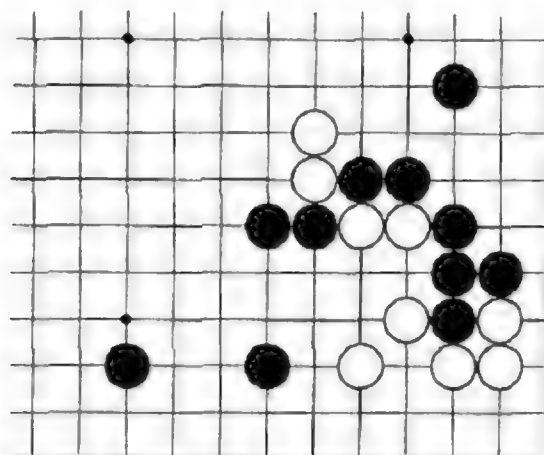
Problem 3. Black to play

This is another capturing race. White seems to be one move ahead, but Black has a tesuji that can give him the advantage. Where should he play?



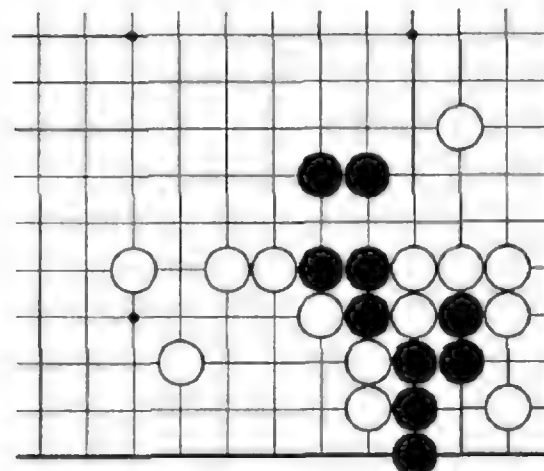
Problem 4. Black to play

There are many ways for Black to atari, but, whichever way he plays, he must think of the follow-up.



Problem 5. Black to play

Black won't be able to capture all of the white stones, but, if he can capture some of them, he will have succeeded.

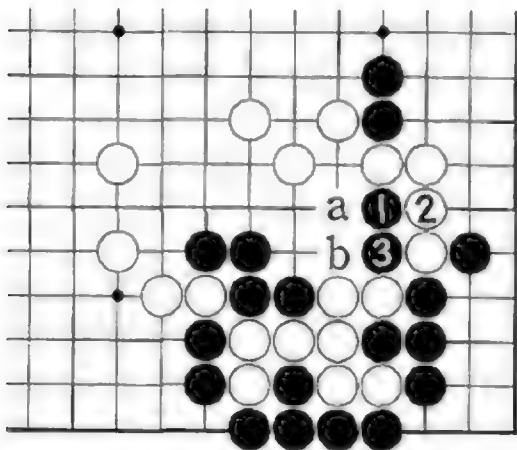


Problem 6. Black to play

The direct move will not work. Black must find a subtle tesuji.

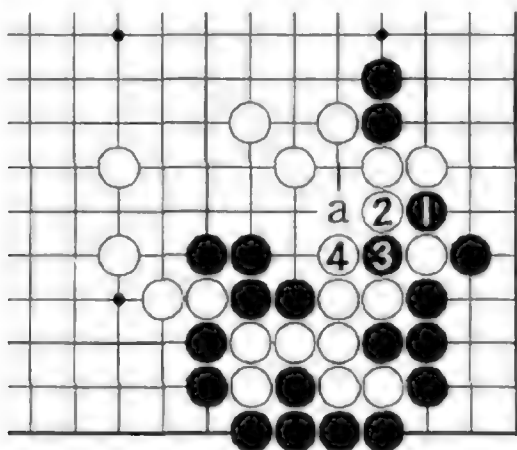
Answers on the next page.

Six Tesuji Problems: Answers



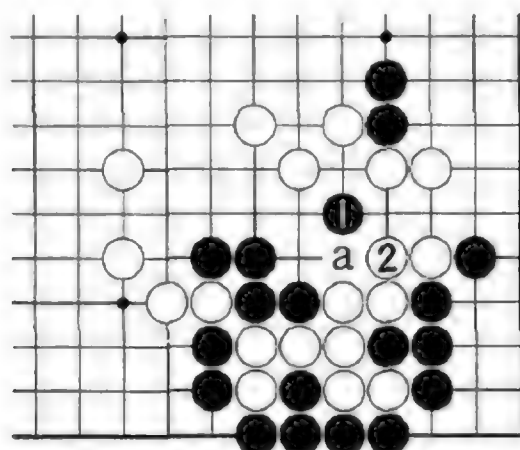
Problem 1. Correct Answer

After the attachment of Black 1, the eight white stones below cannot escape capture. If White 2 at 'a', Black will play 'b'.



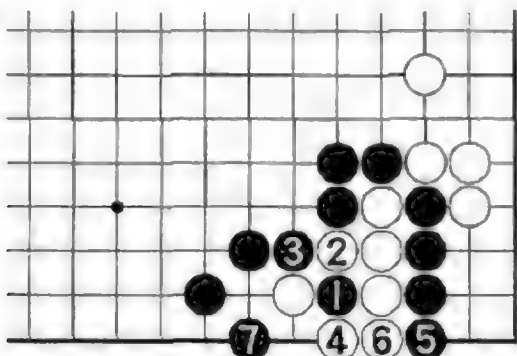
Problem 1. Failure 1

If Black ataris with 1, White will play 2 and 4. Black can now get a ko by playing at 'a', but a ko is a failure.



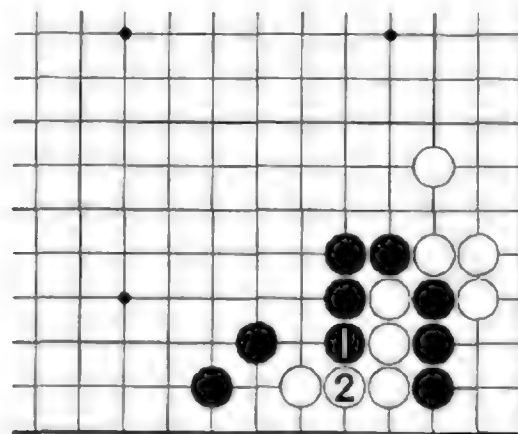
Problem 1. Failure 2

If Black peeps with 1, White will connect with 2. If Black plays 1 at 2, White will escape by playing at 'a'.



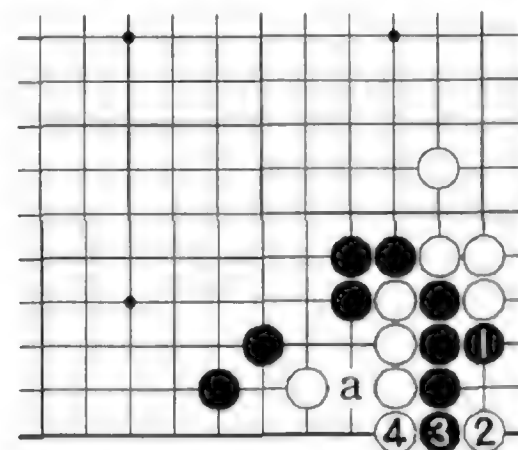
Problem 2. Correct Answer

White starts by wedging in with 1. If White captures this stone with 2 and 4, Black will squeeze 3. After Black 7, there is no way for White to save his stones.



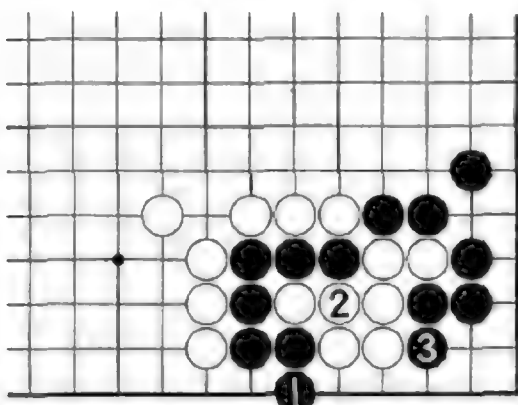
Problem 2. Failure 1

Black 1 is a move that lacks a plan. After White connects with 2, Black's corner stones are lost.



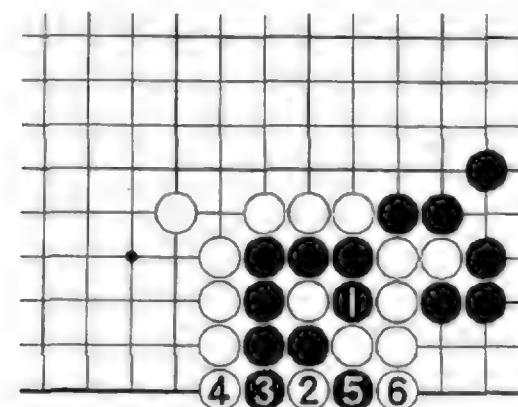
Problem 2. Failure 2

Trying to make eyes in the corner with Black 1 and 3 leads to failure after White 2 and 4. White can even connect at 'a' and win the capturing race.



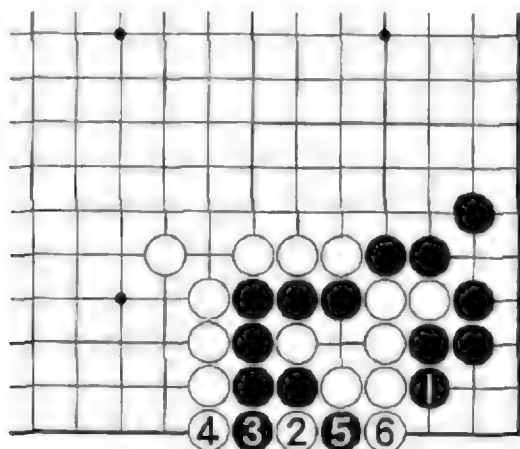
Problem 3. Correct Answer

The tesuji is for Black to descend to the first line with 1. If White connects with 2, Black plays 3 and wins the capturing race.



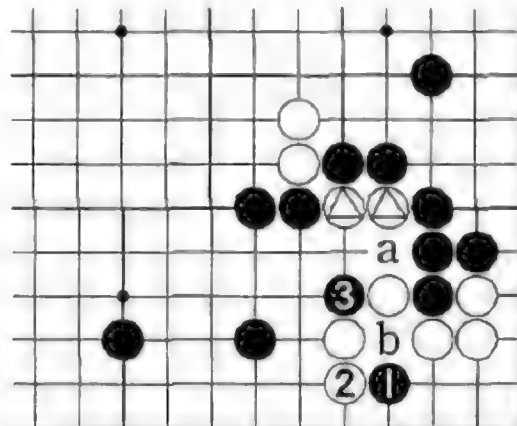
Problem 3. Failure 1

Capturing with Black 1 is tempting, but White hanes with 2. After White 4 and 6, the position turns into a ko. This is a failure for Black.



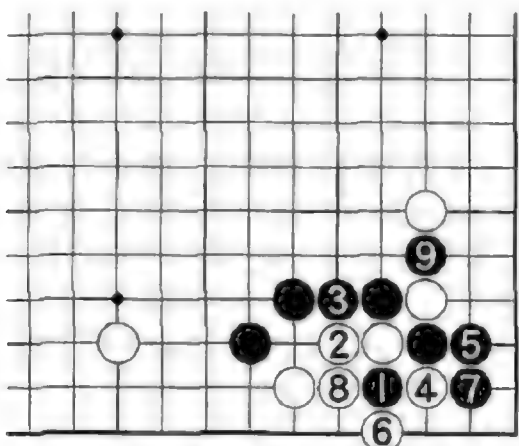
Problem 3. Failure 2

Black fills a liberty on the outside with 1, but again Black can't avoid the ko after the sequence to White 6.



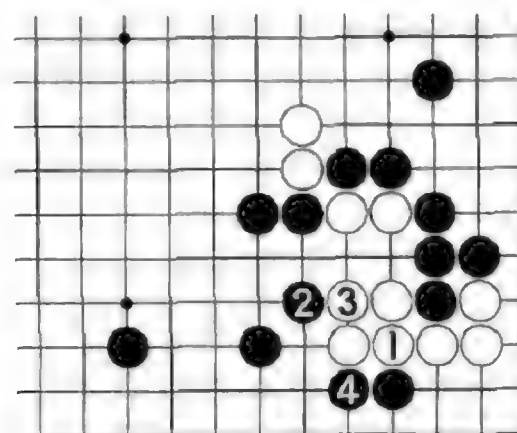
Problem 5. Correct Answer

Black 1 and 3 are a brilliant combination. Whether White plays 'a' or 'b', he will lose the two marked stones.



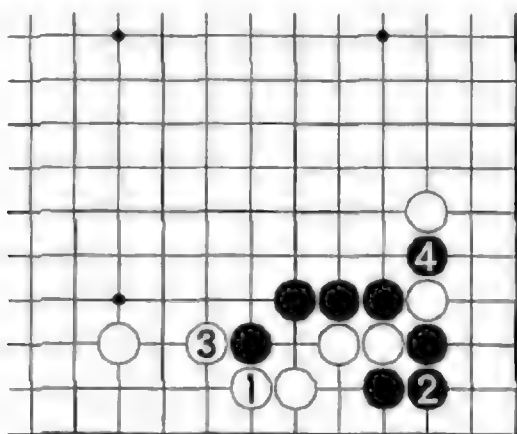
Problem 4. Correct Answer

The tesuji is for Black to atari with 1, then connect with 3. With the sequence to 9, Black has settled his stones with good shape.



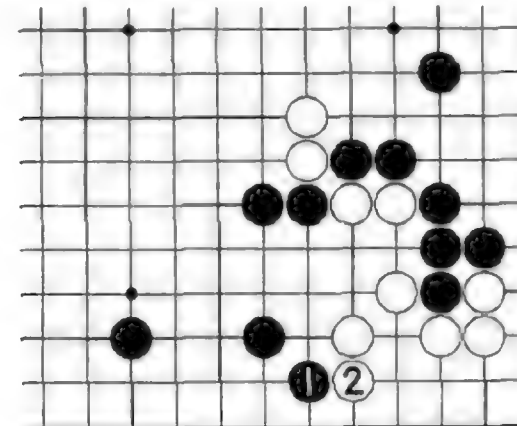
Problem 5. Variation

If White connects at 1, Black will play 2 and 4, leaving White without eyes.



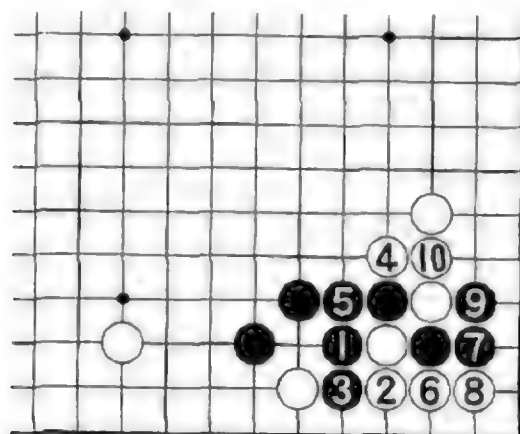
Problem 4. Variation

After Black 3 in the *Correct Answer*, White can link up with 1 here. Black will connect with 2, forcing White to ensure his connection with 3, and Black secures the corner with 4.



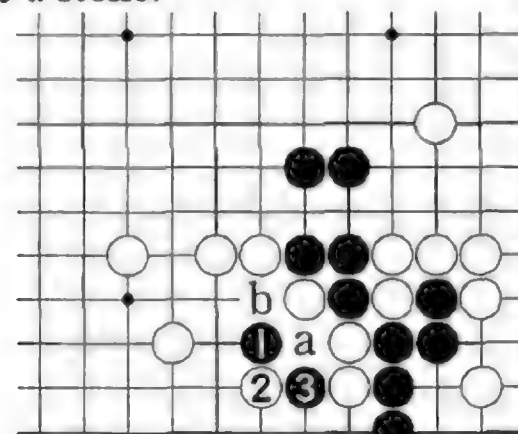
Problem 5. Failure

Black 1 is sente, but it is a bad move because it erases the bad aji White has in the corner. Black 1 at 2 would be answered by White 1 and Black would lose a stone.



Problem 4. Failure

The atari of Black 1 is a crude move. With the sequence to 10, White takes the corner and Black has yet to secure his stones.



Problem 6. Correct Answer

The placement of Black 1 aims at either 'a' or 'b'. If White 2, Black 3 is the tesuji. If White 'a' next, Black cuts with 'b'.

Continued on page 64

Play Go Online Using *THE KISEIDO GO SERVER (KGS)*

The Kiseido Go Server (KGS), written and maintained by William Shubert in Portland, Oregon, is now up and running, and we at Kiseido would like to invite you to visit it, explore it, and perhaps play some games on it. Kiseido provides this server as a service to go players and playing on KGS is free of charge.

It can be accessed through Kiseido's home page at <http://www.kiseido.com>, or you can go to it directly at <http://kgs.kiseido.com>. There is no charge for playing games on this site, and this server works for Linux/Unix, Mac, and Windows.

The Kiseido Go Server has the following new features not found on any other go server.

- On the Kiseido Go Server, you can edit games online. This can be used in several ways. After finishing a game, one of the players can press the 'Edit Game' button and immediately start editing the game, trying out variations, etc. The two players can go over the game together. Or a strong player can use the editing system to play a game against a much weaker player, annotating the game as they go along, providing a lesson. Or you can simply build an SGF file online to show to other people.
- The Kiseido Go Server is multilingual. All messages that players type and send are done in Unicode, which means that people can converse in any language that they wish. The Kiseido Go Server itself has full support for internationalization. If the client doesn't support your own native language, then you can help make a translation.
- The Kiseido Go Server correctly supports many rule sets. The Kiseido Go Server is the only go server that truly supports Japanese scoring. Other servers will score eyes in a seki as points, which is not correct. In addition, the Kiseido Go Server will detect when a Japanese-rules game is caught in an infinite loop. It also supports Chinese rules, AGA (American) rules, and the New Zealand rule sets. Full information on the rule sets is in the Kiseido Go Server help files.
- The Kiseido Go Server supports several time systems. With the Kiseido Go Server you can play with no time limit, with an absolute time limit, or with various byo-yomi systems. Again, full information is in the Kiseido Go Server help files.
- The Kiseido Go Server also allows you to save and retrieve your games free of charge, enabling you to review and study them later.

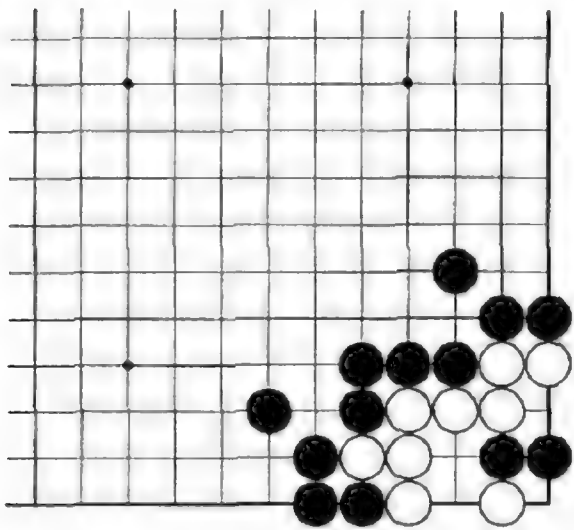
We at Kiseido hope to make this server a place where go players of all ranks can enjoy playing go and to meet you on the Kiseido Go Server at:

<http://kgs.kiseido.com>

If you have trouble downloading the client online, Kiseido can provide a CD ROM which will enable you to quickly install the client and JAVA system necessary to run it. Comes with instruction manual. Price: \$10; shipping and handling included.

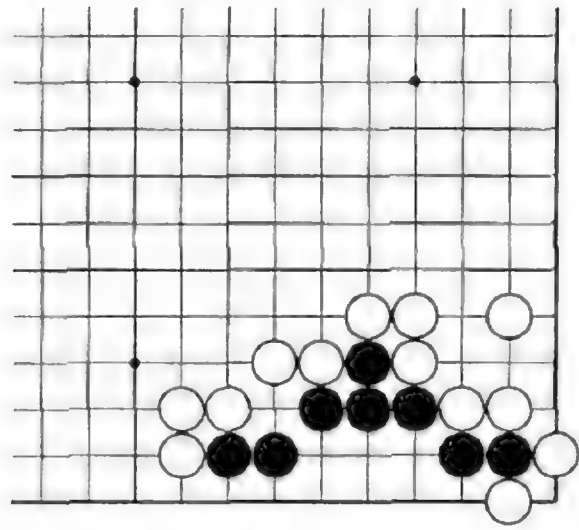
Six Life-and-Death Problems

Problem 1. Black to play



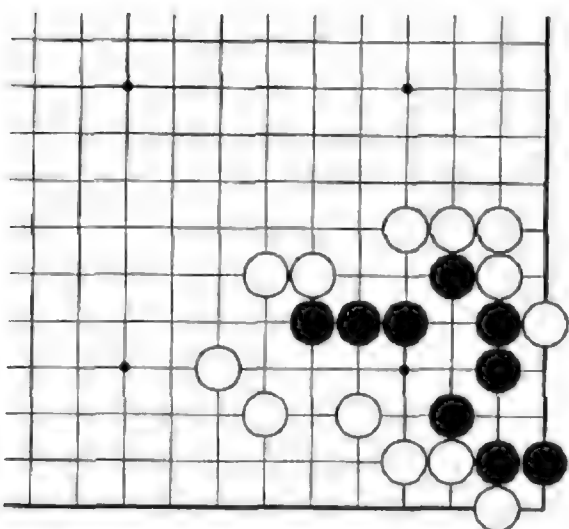
There are not many moves to consider, so this is a good problem to practice your reading.

Problem 2. Black to play



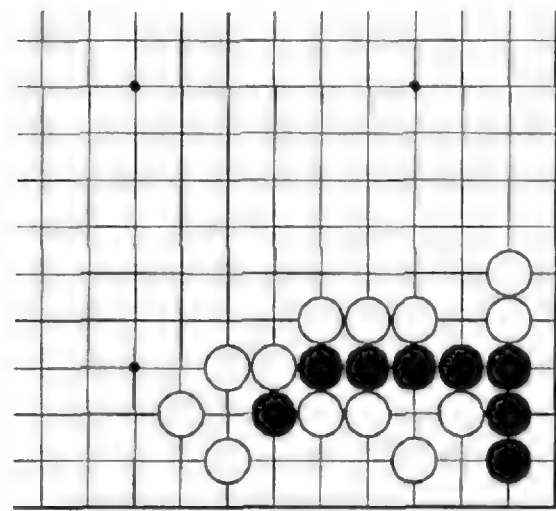
Black must treat his two stones on the right lightly if he is going to live.

Problem 3. Black to play



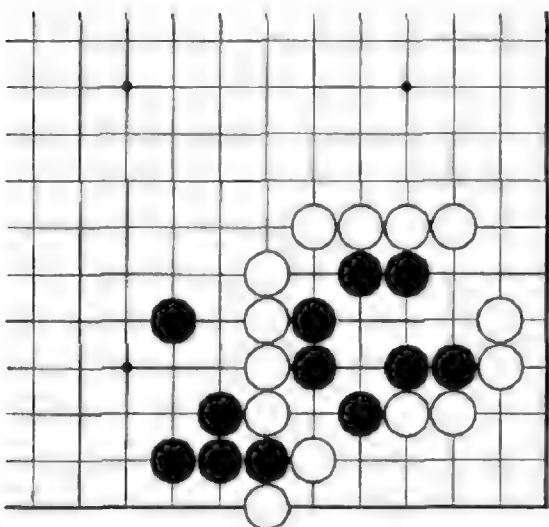
Black can get only one eye with normal moves. He has to attack if he is going to get two.

Problem 4. Black to play



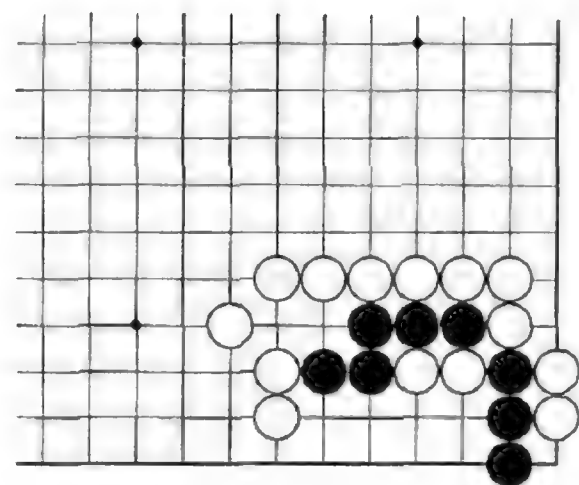
You may want to atari on your first move, but this will not enable Black to live.

Problem 5. Black to play



Breaking into White's position seems like the obvious tactic, but Black would then have no follow-up move.

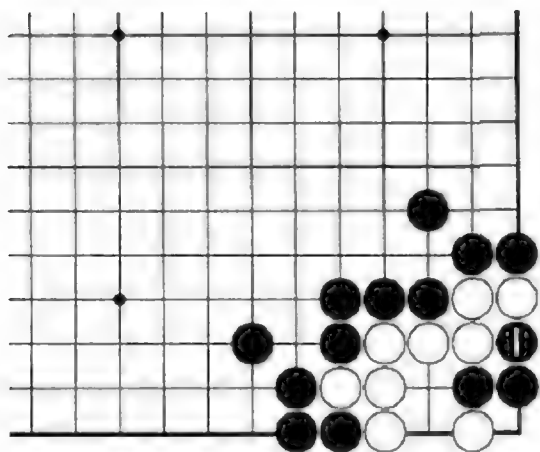
Problem 6. Black to play



The problem for Black is how to expand his eye space, while preventing White from creating a dead eye space.

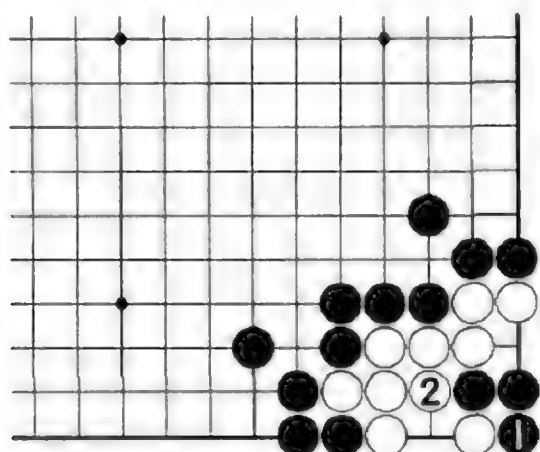
Answers on the next page.

Six Life-and-Death Problems: Answers



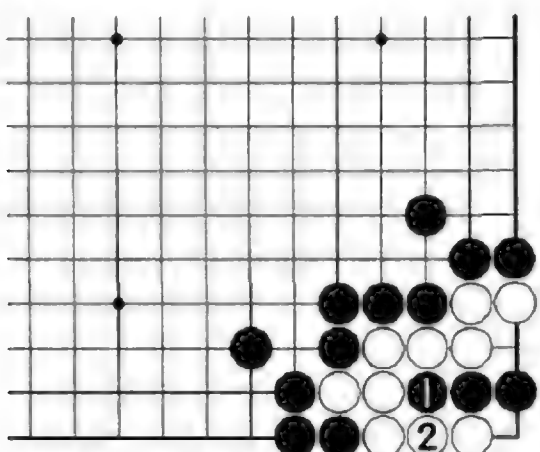
Problem 1. Correct Answer

Simply turning at 1 is the correct move. After this, White is dead.



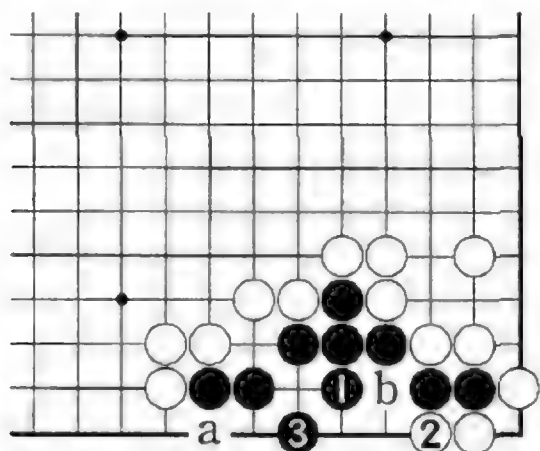
Problem 1. Failure 1

If Black turns in the other direction, White ataris with 2 and Black must win a ko to kill White.



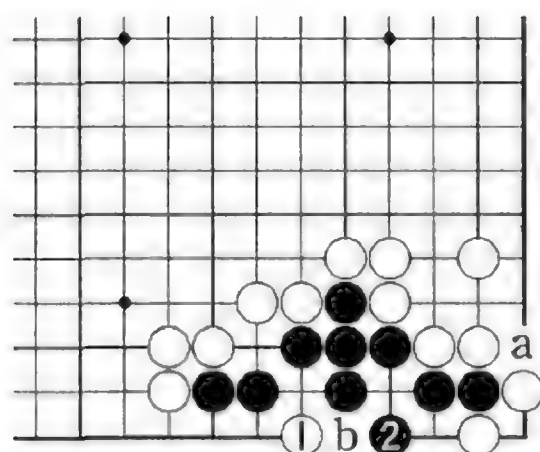
Problem 1. Failure 2

If Black plays 1, White will connect at 2 and White lives in a seki. Even in such a narrow space, you have to be careful in choosing your move.



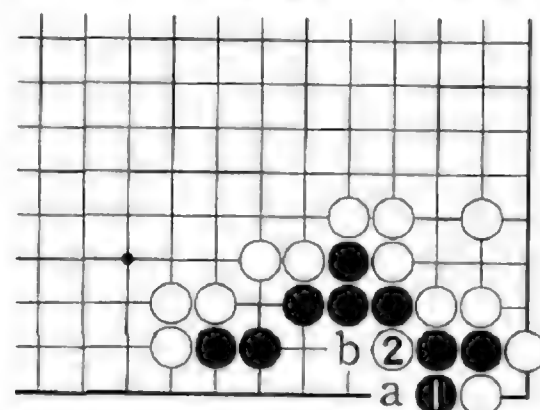
Problem 2. Correct Answer

Black 1 is the only way to live. If White 2, Black plays 3, and the points 'a' and 'b' become miai.



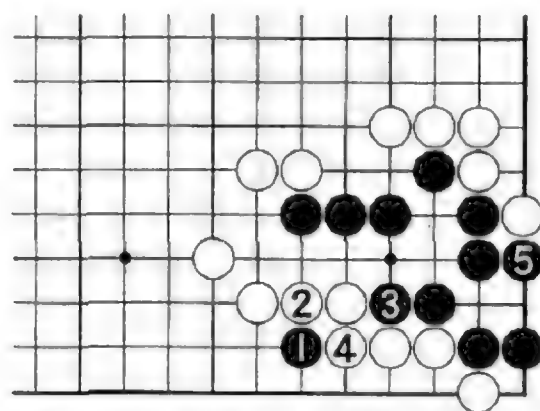
Problem 2. Variation

If White answers Black 1 in the *Correct Answer* with 1 here, Black can make eyes with 2. Against White 'a', Black will play 'b'.



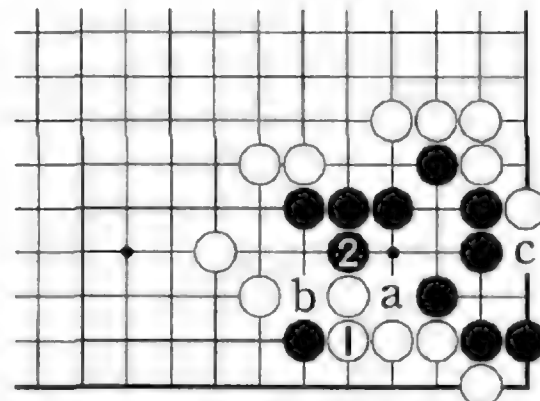
Problem 2. Failure

If Black blocks with 1, White will cut with 2 and it becomes a ko. If Black 1 at 'a', White 'b' kills Black.



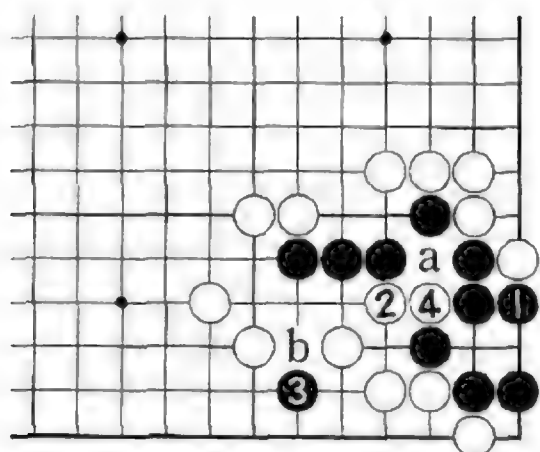
Problem 3. Correct Answer 1

The placement of Black 1 is a brilliant move. If White 2, Black 3 forces White to play 4. Black now gets two eyes with 5.



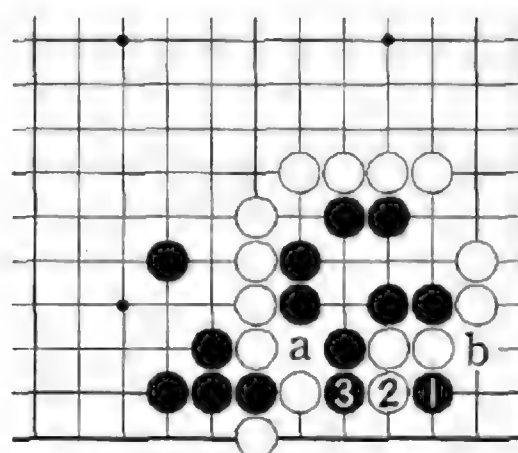
Problem 3. Correct Answer 2

White 1 renders Black 'a' ineffective, so Black plays 2, threatening to cut off the white stones with 'b'. If White 'b', Black gets two eyes with 'c'.



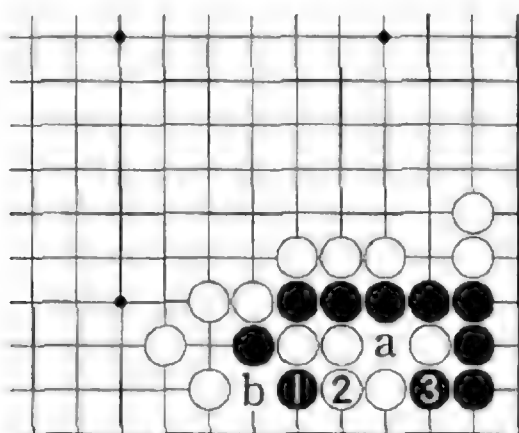
Problem 3. Failure

If White simply plays 1, White goes after Black's second eye with 2. If Black now plays 3, White plays 4 and threatens both 'a' and 'b'.



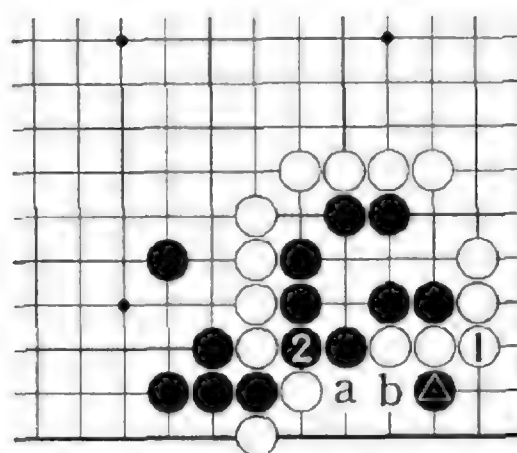
Problem 5. Correct Answer 1

The attachment of Black 1 is a skillful tesuji. If White 2, Black plays 3, threatening to play either 'a' or 'b'.



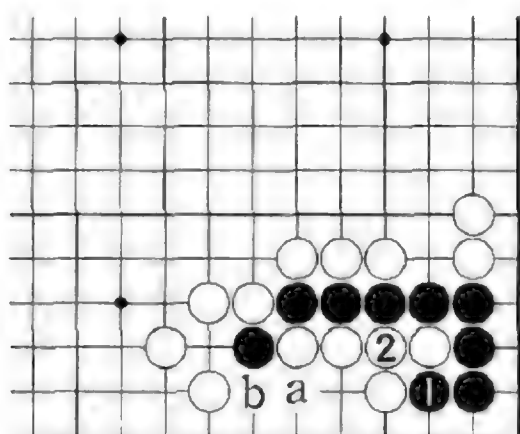
Problem 4. Correct Answer

Instead of playing an atari, Black first hanes at 1. If White 2, Black plays 3. If White 'a', Black 2 and the white stones to the right are captured.



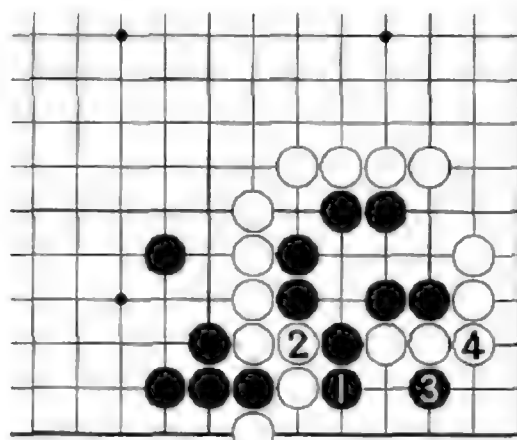
Problem 5. Correct Answer 2

If White answers the marked stone with the connection of 1, Black will play 2. If White next blocks at 'a', Black will play 'b'.



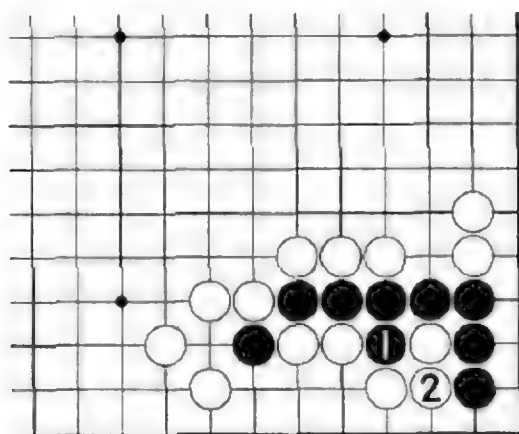
Problem 4. Failure 1

If Black first ataris with 1, Black connects at 2. Now Black 'a' is answered by White 'b'.



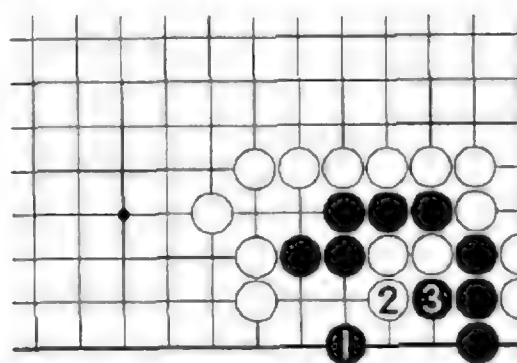
Problem 5. Failure

If Black breaks through White's position with 1, White answers with 2. Black 3 is now ineffective: White connects with 4. Black 1 at 2 is answered by White 1.



Problem 4. Failure 2

The atari from above is answered by White 2 and Black has no continuation. This problem shows that indirect moves are often more effective than direct ones.



Problem 6. Correct Answer

Black expands his eye space by jumping down to the first line with 1. If White 2, Black 3 is the vital point for making life.

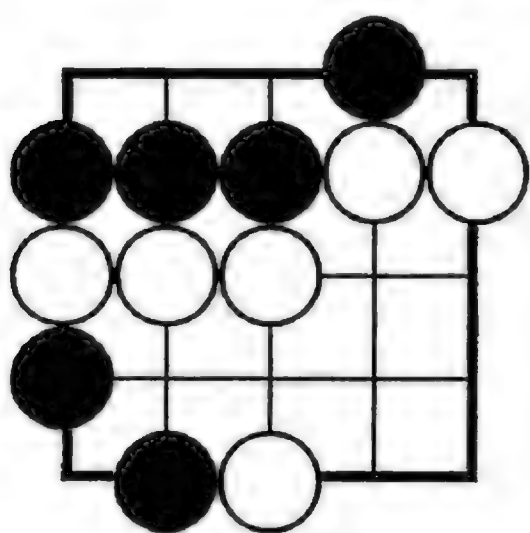
Continued on page 64

Nine Endgame Problems on 5x5 Boards

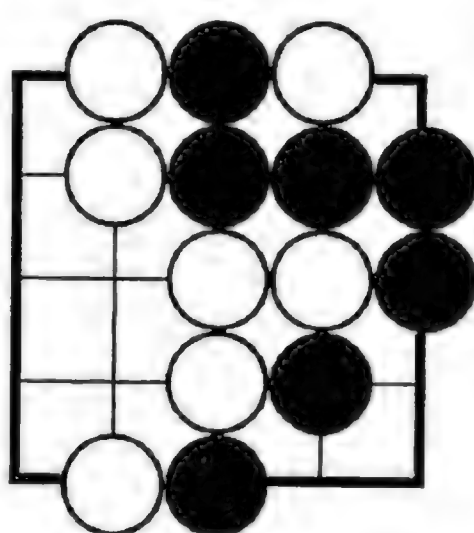
by Fukui Masaaki 8-dan

Studying the endgame on a standard 19x19 board can be quite exhausting and involve complicated calculations as well as figuring out difficult sente-gote relationships. This is one reason why many amateurs do not devote as much time to the endgame as they should. On smaller boards, however, endgame study becomes more manageable. I believe that the ideal way for players to begin their study of the endgame is to start on a 5x5 board. The board is small enough so that all you have to do is to find the key move that wins. To this end I have composed more than 250 endgame problems for this size board. I give eight in this installment. Regard these problems as compositions that illustrate an endgame technique. They are not the result of actual play. In all problems, Black plays first and he must win by at least one point of more. A draw is considered a failure.

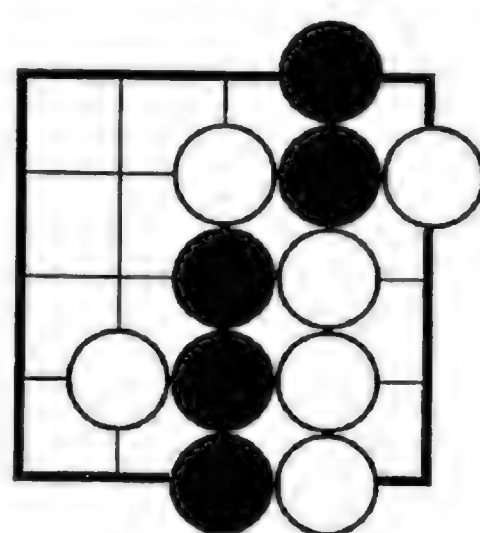
Problem 1. Black to Play



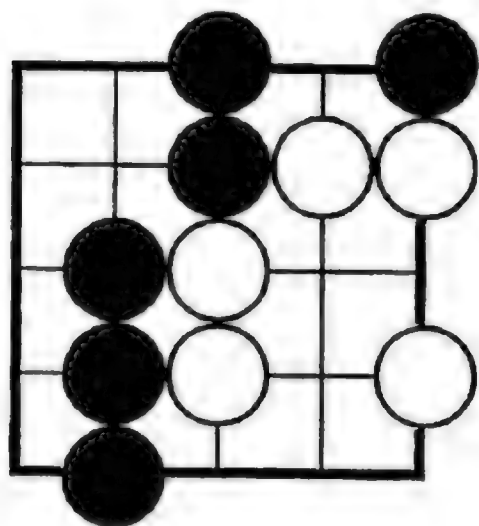
Problem 2. Black to Play



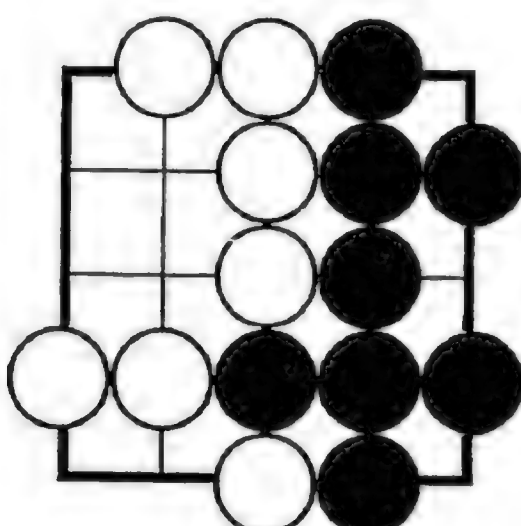
Problem 3. Black to Play



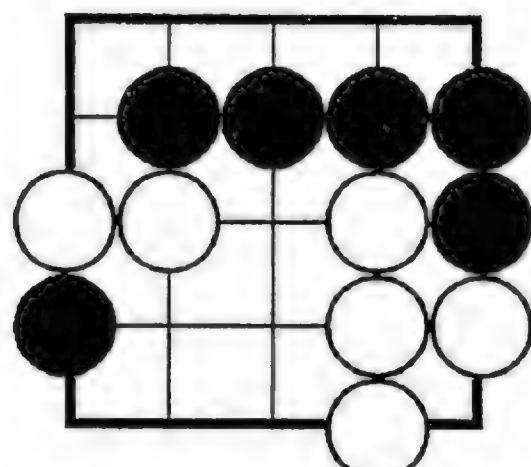
Problem 4. Black to Play



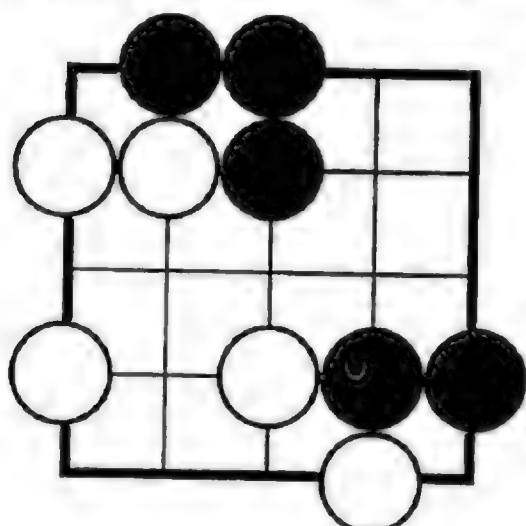
Problem 5. Black to Play



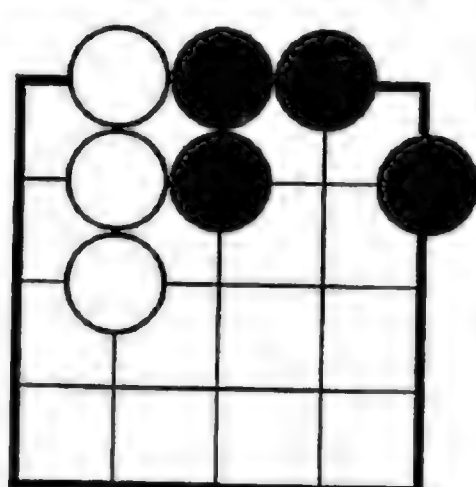
Problem 6. Black to Play



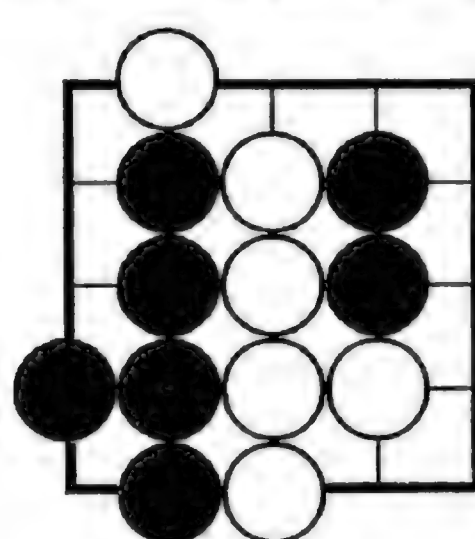
Problem 7. Black to Play



Problem 8. Black to Play



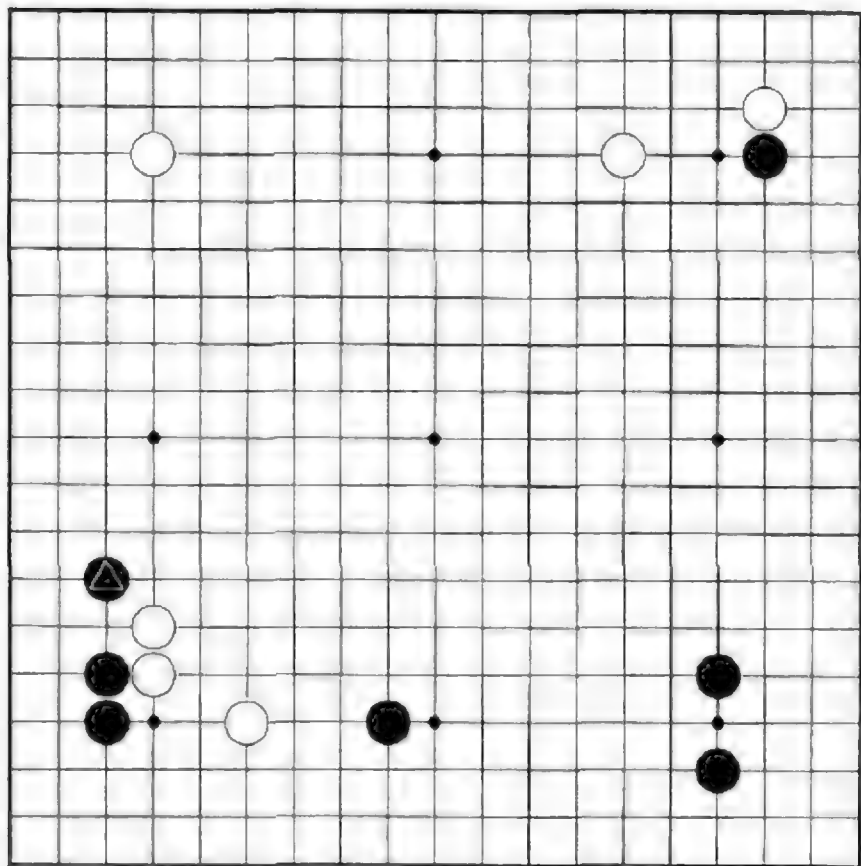
Problem 9. Black to Play



Answers begin on page 62.

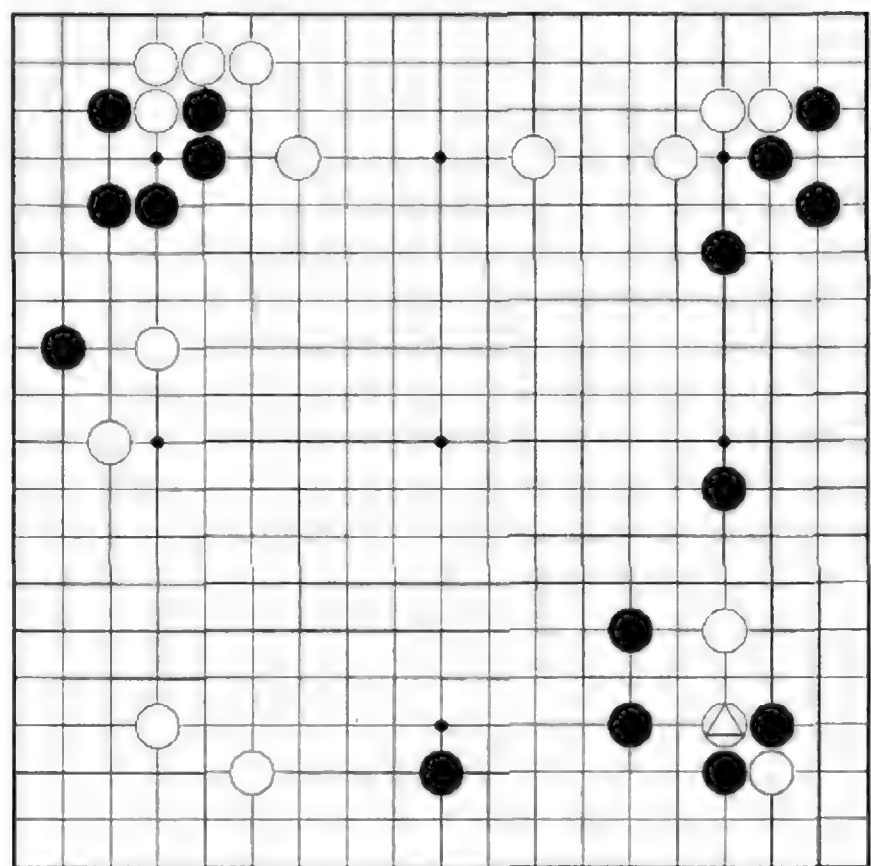
Four Middle Game Problems

Problem 1. White to Play



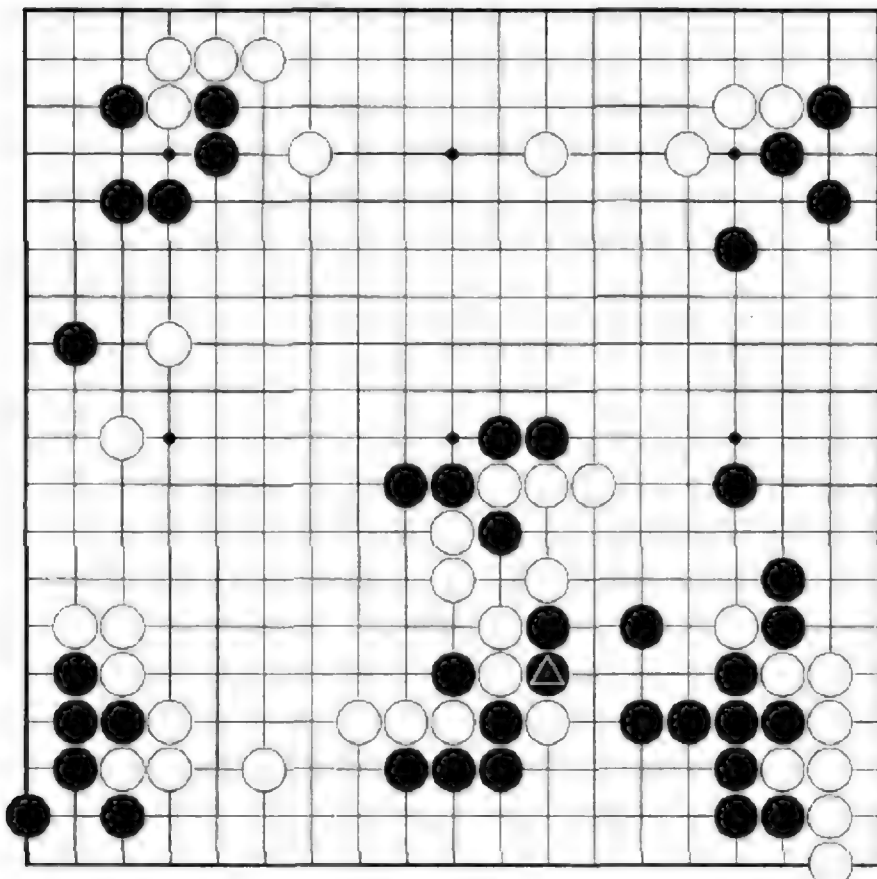
After jumping with the marked stone, Black dominates the bottom and the three white stones are thin. How can White give his stones good shape?

Problem 2. Black to Play



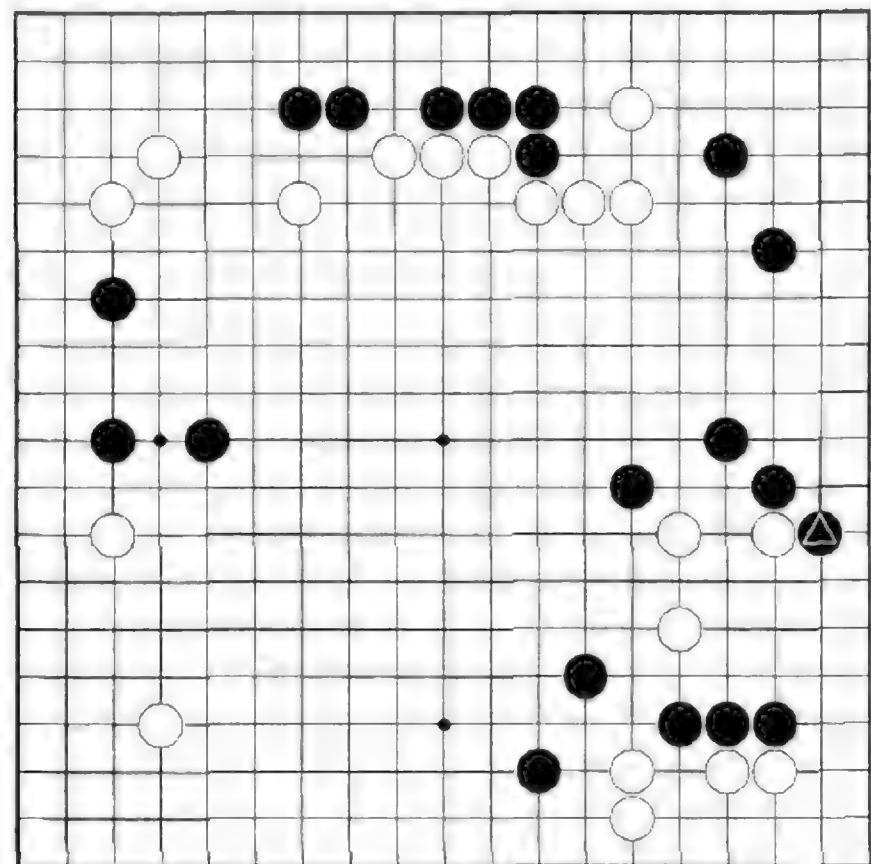
White has cut with the marked stone. Black doesn't care if White lives in the corner, but he doesn't want him to break out into the center. How should Black play?

Problem 3. White to Play



Black has just cut with the marked stone, securing the territory in the bottom right. However, Black is still left with a weak group in the center. How should White attack?

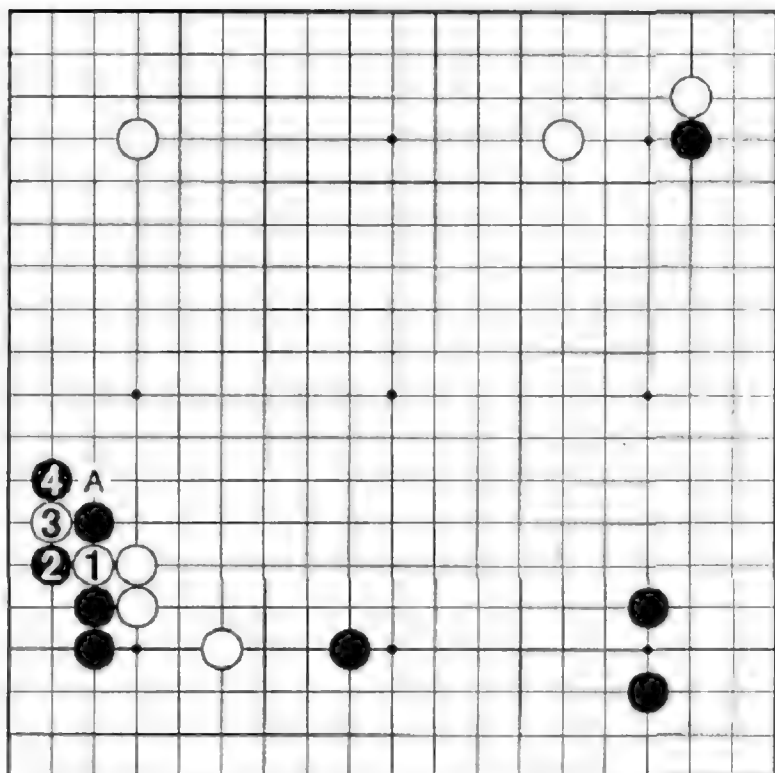
Problem 4. White to Play



Black has just played the marked stone and it seems as if the three white stones in the lower right side are lost. However, White can use the aji of his stones in the corner to make sabaki for his endangered stones.

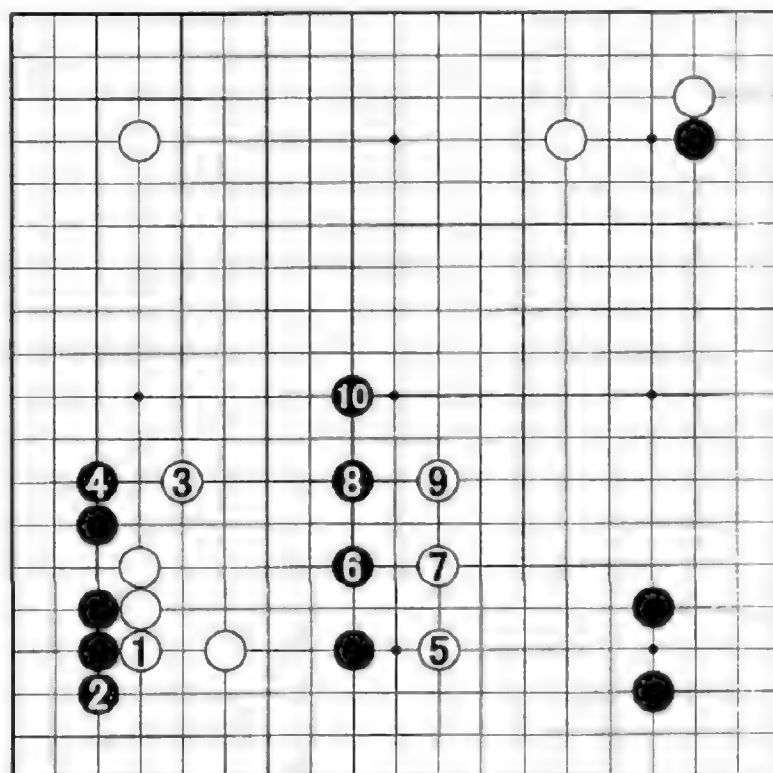
Answers begin on the next page.

Four Middle Game Problems: Answers

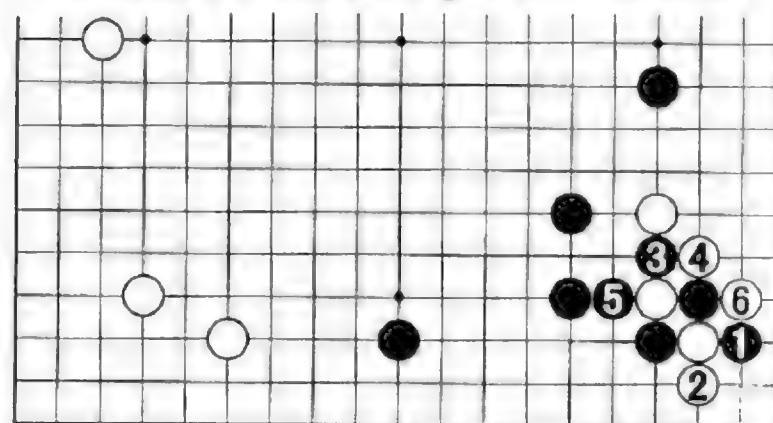


Problem 1. Correct Answer

White should first cut through with 1 and 3. White is now threatening a ladder at A, so Black must capture with 4. Next —

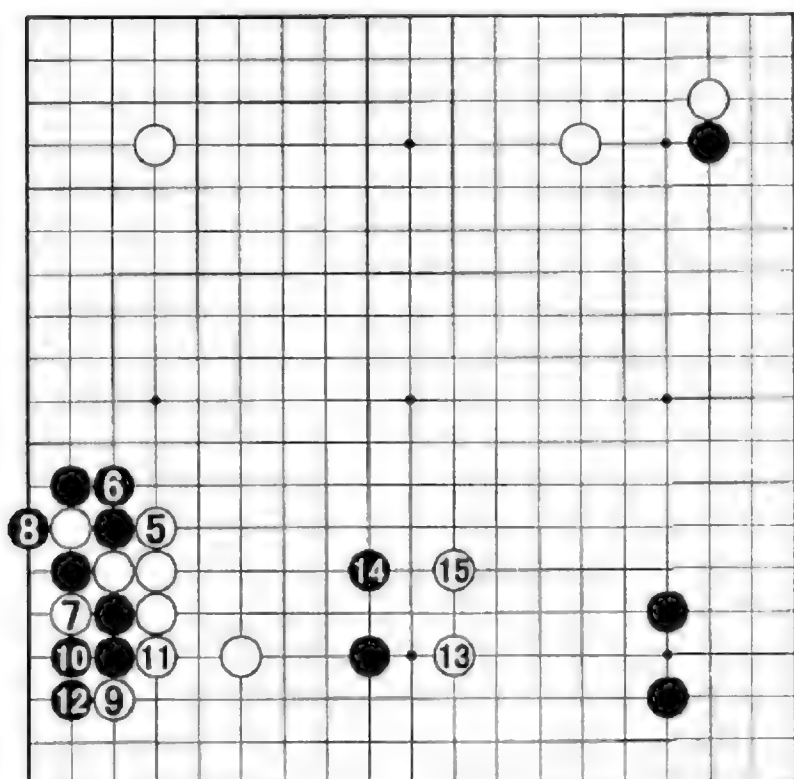


Problem 1. How the game continued.



Problem 2. Correct Answer

Even though Black ataris with 1, he is not aiming to take the corner. After White descends to 2, Black captures a stone with 3 and 5. After White ataris with 6 —

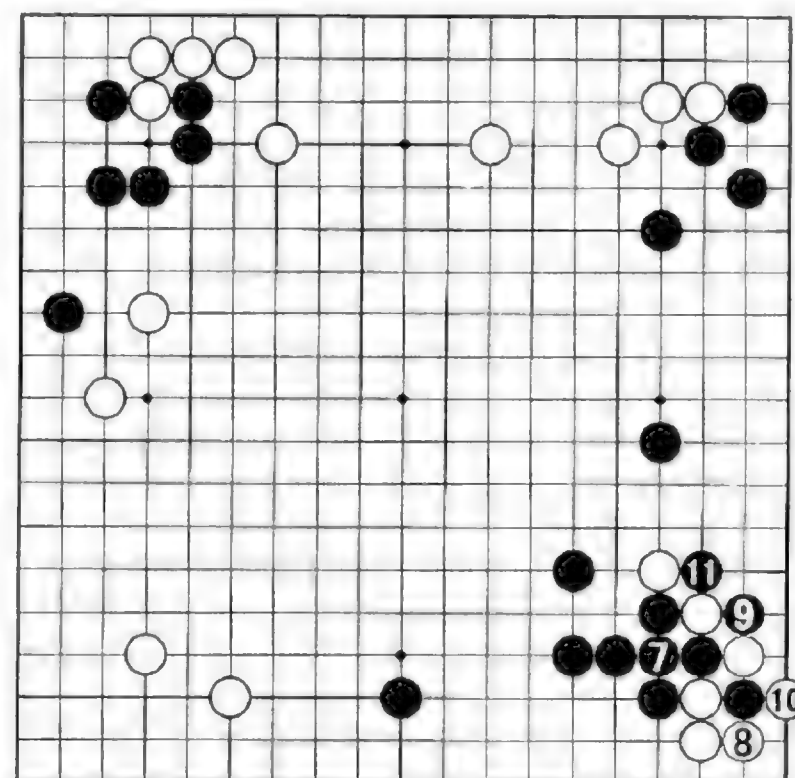


Problem 1. Continuation

White exchanges 5 for Black 6, then ataris with 7. The attachment of White 9 is the tesuji. After 11, White has good shape and even if Black plays 12, he should have no trouble living. White can now take sente and counterattack with 13 and 15.

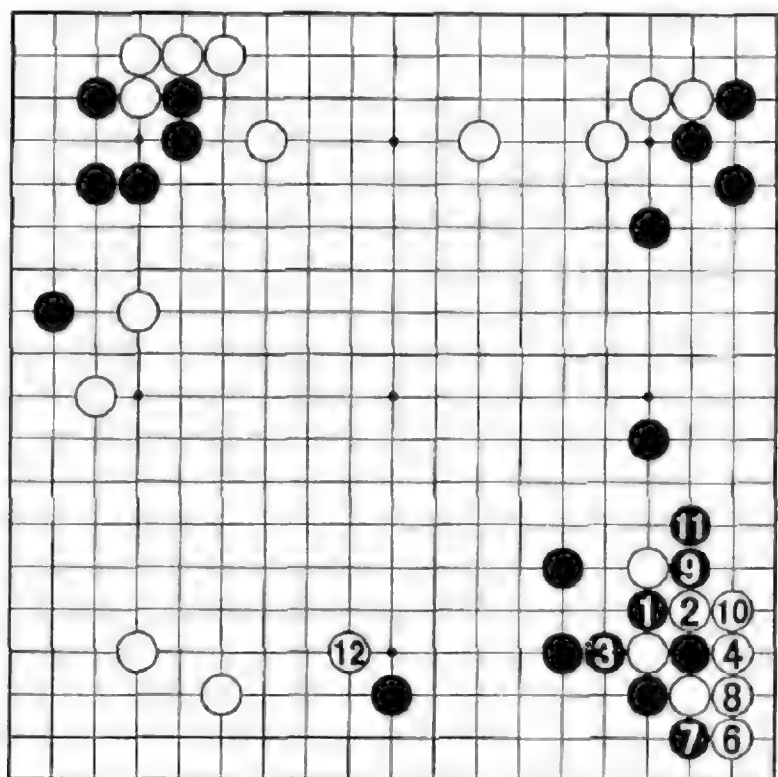
Problem 1. How the game continued

White blocked with 1, but this move induced Black to solidify the corner with 2, so he had no follow-up. Moreover, White's position at the bottom was open, so he couldn't make a base for his stones. White next invaded with 5, and Black kept jumping with 6 and 8. After Black 10, White was at a disadvantage in the fighting that followed.



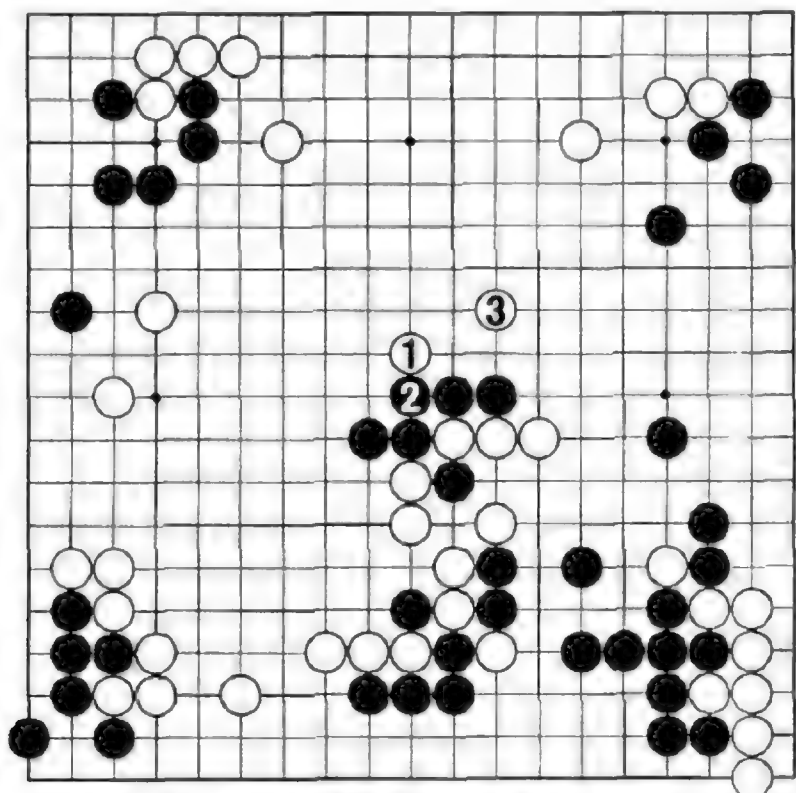
Problem 2. Continuation

Black connects with 7, and White must atari with 8 (the aji of the marked stone comes to life). Next, Black ataris with 9 and captures a stone with 11. White gets a small life in the corner, but Black gets overwhelming influence on the outside.



Problem 2. How the game continued.

Black neglected to play the preparatory atari of 1 in the *Correct Answer* and simply ataried with 1. This left him with an unsatisfactory result. After squeezing with 2 and 4, White salvaged his stone at 2. Black captured a stone with 9 and 11, but the difference between this diagram and the *Correct Answer* is about 10 points. With his sente, White played 12.

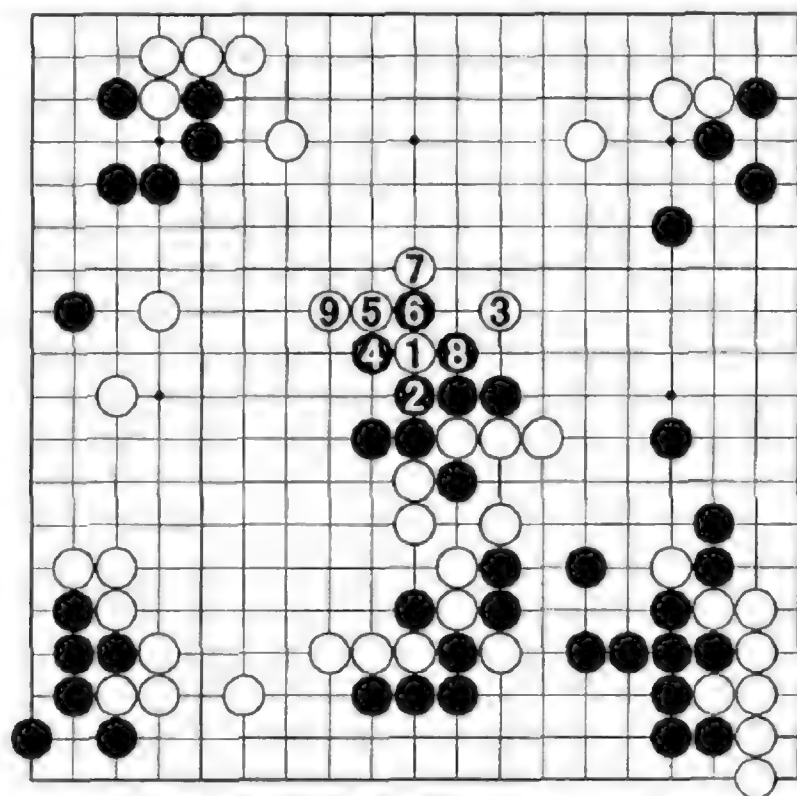


Problem 3. Correct Answer

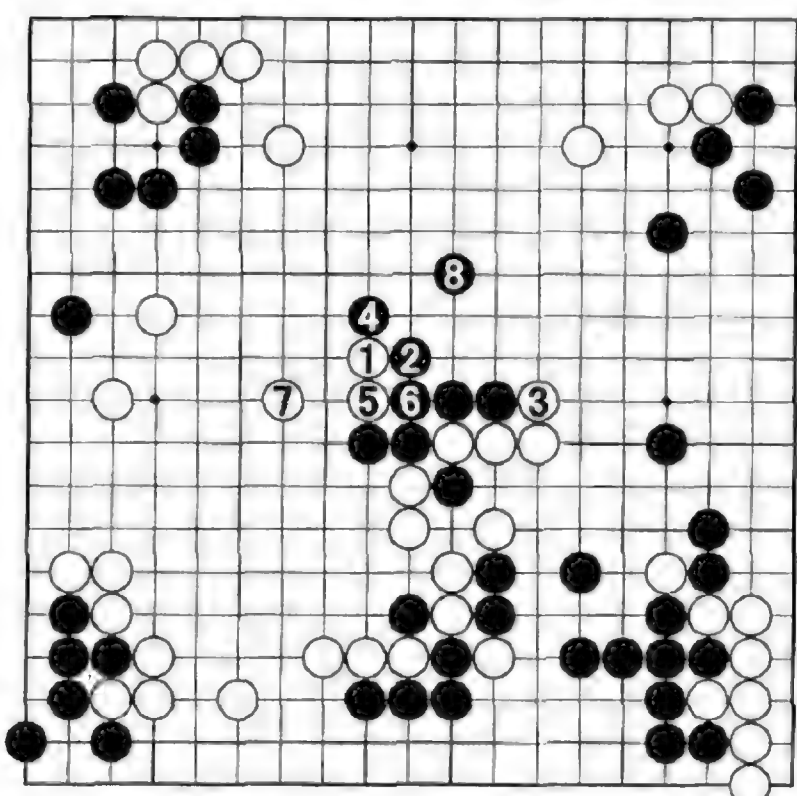
Since the ladder is in Black's favor, White can't cut, so he attacks the eye shape of the black stones by peeping at 1, forcing Black to connect at 2. White maps out a moyo with 3. Next —

Problem 3. Continuation

White plays 5 (he can't allow Black to extend to this point) and Black gets eye shape with 6 and 8, but, up to 9, White has mapped out a vast moyo at the top. It will be hard for Black to stop White from claiming most of this as territory

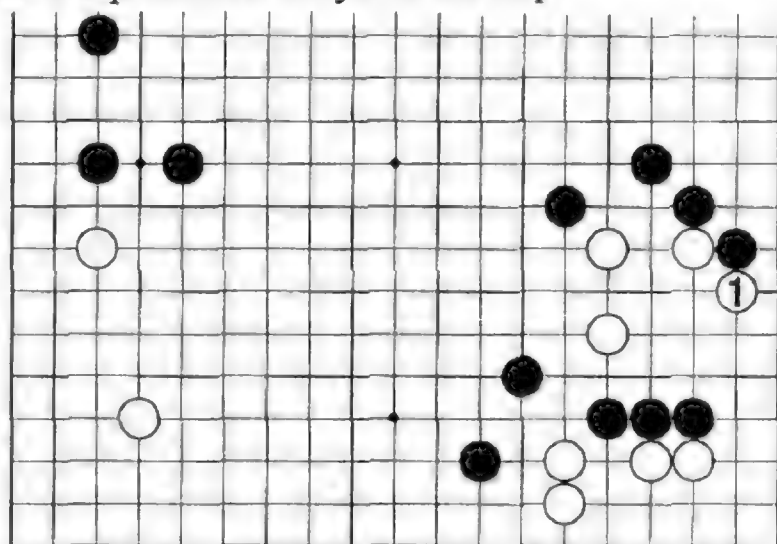


Problem 3. Continuation



Problem 3. How the game continued.

The peep of White 1 was off the mark. Black 2 made good shape. By blocking Black's access to his stones on the right, White hoped to attack Black on a large scale, but Black established himself in the center with the sequence to 8, wiping out White's potential moyo at the top.

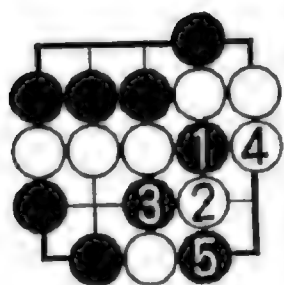


Problem 4. Correct Answer

White 1 is the tesuji for making sabaki. This move aims at cutting off the string of three black stones below. Next —

Continued on page 64

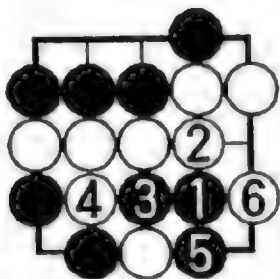
Nine Endgame Problems on 5x5 Boards: Answers



Problem 1

Black wins by one point.

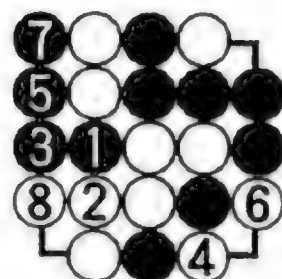
The cut of Black 1 is the tesuji. Black plays 3 and 5, and the result is a seki. However, White must sacrifice a stone at the top to make the black stones short of liberties, so Black will win by one point.



Problem 1

Failure

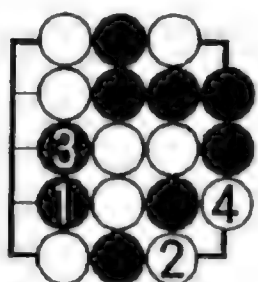
Black 1 to 5 creates a ko, but on a 5x5 board there are usually no ko threats. Black loses all of his stones.



Problem 2

Black wins by one point.

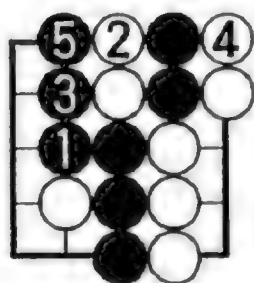
Black 1 is the tesuji. Up to Black 7, both sides capture two stones each, but Black wins by one point.



Problem 2

Failure

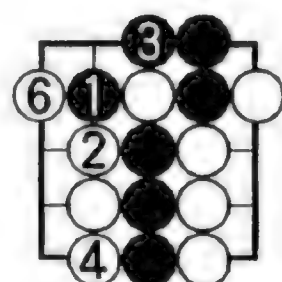
Black 1 and 3 fail. The capture of White 4 is atari, so Black loses all his stones.



Problem 3

Black wins by one point.

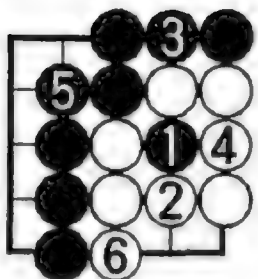
Simply turning at 1 is the only way for Black to win. White captures two stones with 4, but Black is one point ahead after playing 5.



Problem 3

Failure

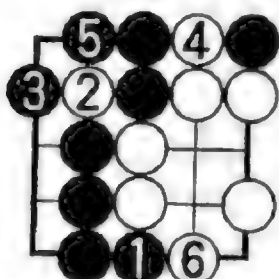
If Black ataris with 1, White will squeeze with 2 and 4, then play 6 after Black 5 (below 3). The result is a seki, but Black will have to throw in stones both on the right and on the left, so White wins by one point.



Problem 4

Black wins by two points.

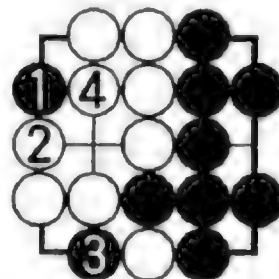
The cut at Black 1 is the tesuji. This tesuji is often seen in ordinary games as well. White 2 is the only move, so Black can play 3 in sente. After Black 5 and White 6, Black wins by two points.



Problem 4

Failure

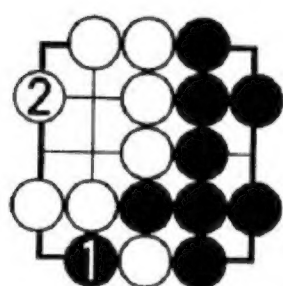
Black 1 is a mistake. White can play 2 and 4 in sente, then come back to defend his territory with 6. The result is a draw.



Problem 5

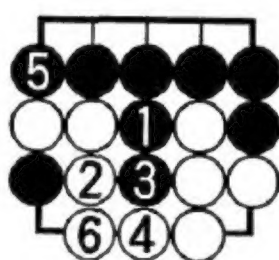
Black wins by one point.

The placement of Black 1 is the move that decides the game. White is forced to play 2 and Black captures a stone at 3. White still has to capture the stone at 1, so Black will win by one point.



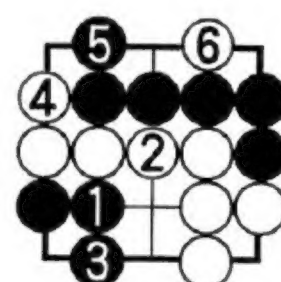
Problem 5
Failure

Simply capturing with Black 1 loses. After White 2, the game is over and the result is a draw.



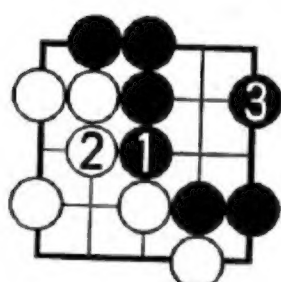
Problem 6
Black wins by one point.

The sequence to White 6 is a one-way street.



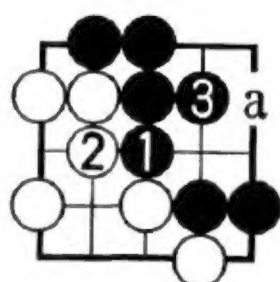
Problem 6
Failure

Black 1 and 3 look like a clever way of playing, but, after White 4 and 6, all of Black's stones are dead.



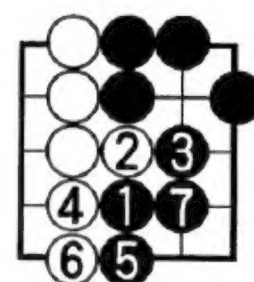
Problem 7
Black wins by one point

Black 1 is the obvious move, but Black 3 is the vital point. Black ends up with five points to White's four.



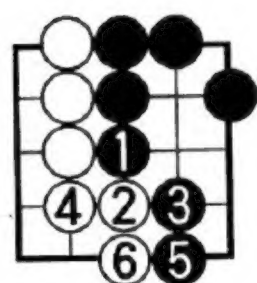
Problem 7
Failure

Black 3 is the wrong way to defend: it loses a point. When all the liberties are filled, Black will have to add another move at 'a', so the result is a draw.



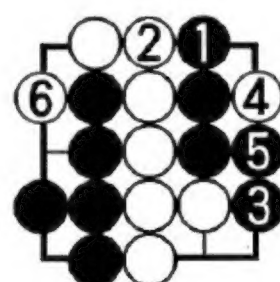
Problem 8
Black wins by one point.

Black aggressively expands his territory by jumping to 1. After the sequence to 7, Black wins by one point.



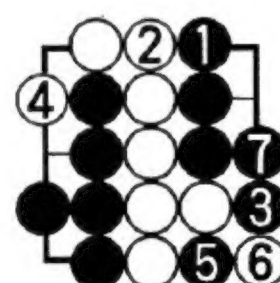
Problem 8
Failure

Black 1 lacks a strategy. After the sequence to White 6, the result is a draw.



Problem 9
Black wins by one point

If Black is going to win, he must save his two stones on the right. He does this by creating a seki with the sequence to White 6. Black can capture the white stone at 4, so he wins by one point.

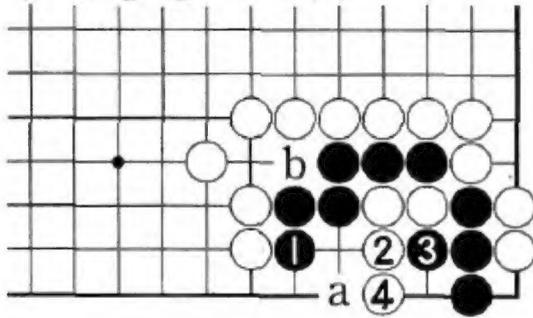


Problem 9
White loses the ko.

White 4 must be played as in the previous diagram. If this move is omitted and White plays 4 as here, Black will start a ko with 5, and, after 7, White doesn't have any ko threats.

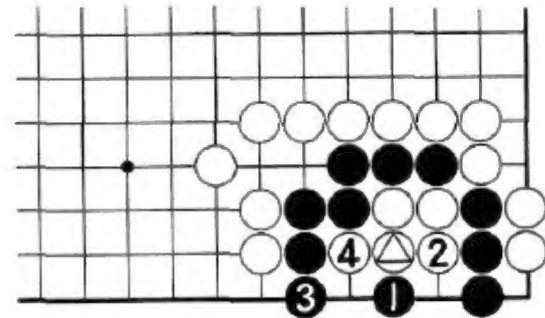
Six Life-and-Death Problems: Answers

Continued from page 57



Problem 6. Failure 1

Black can make an even bigger eye space with Black 1, but after White 2 and 4, Black is dead. If Black 'a', White 'b' leaves the black stones short of liberties: Black can't atari the white stones.

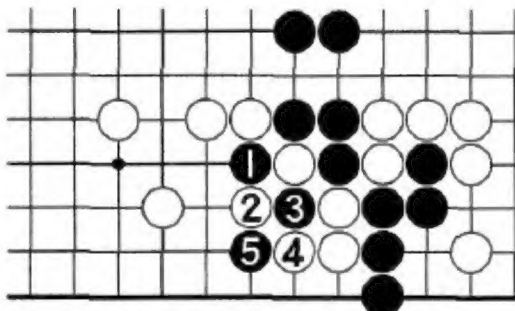


Problem 6. Failure 1 continuation

After White plays the marked stone (White 2 in the preceding diagram), Black might attach with 1. However, Black is left with a dead five-point eye space after White 4.

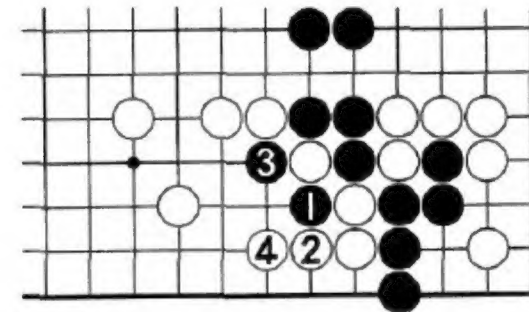
Six Tesuji Problems: Answers

Continued from page 53



Problem 6. Failure 1

If Black cuts with 1, White will counterattack with 2. After Black 5, White captures above 3 and Black must fight a ko to save his stones.

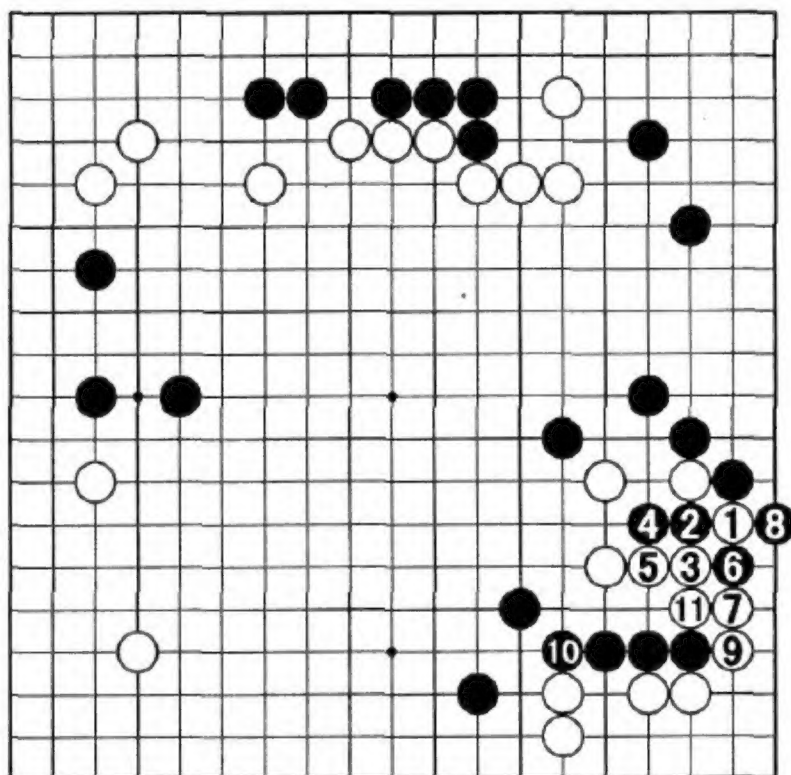


Problem 6. Failure 2

If Black cuts with 1, White will atari from below with 2. Black can capture a stone with 3, but his stones in the corner are dead.

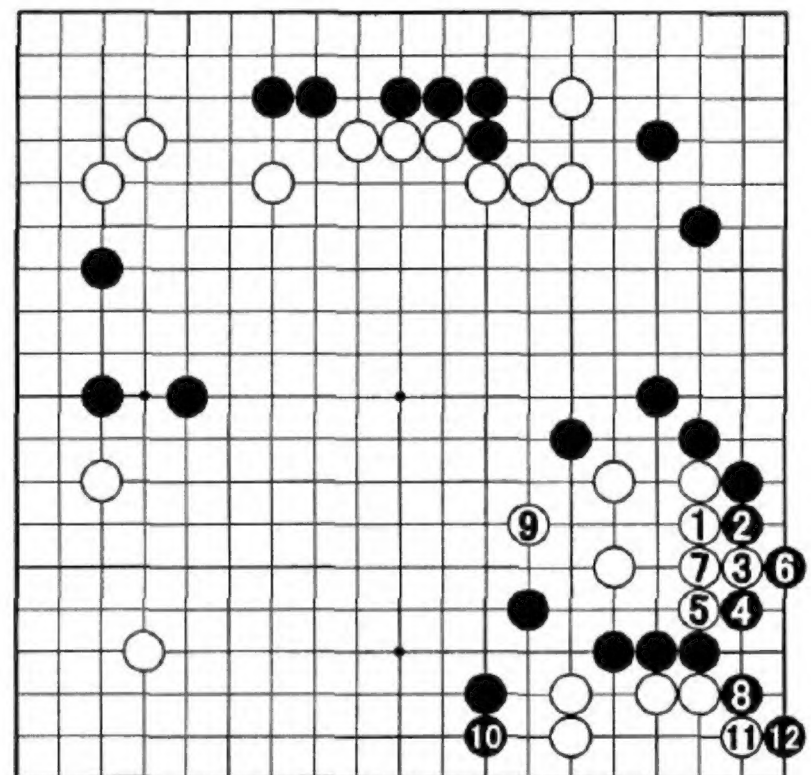
Four Middle Game Problems

Continued from page 61



Problem 4. Continuation

If Black cuts at 2, White will atari with 3 and sacrifice two stones with the sequence to 7. After Black 8, White links up to the corner with 9. Black must now save his three stones with 10, so White can secure his connection to the corner with 11.



Problem 4. How the game continued

White extended to 1, but, after the sequence to 9, White is still not alive and has to get another eye in the center. In the process, however, the white stones in the corner were damaged and they died after Black played 10 and 12.

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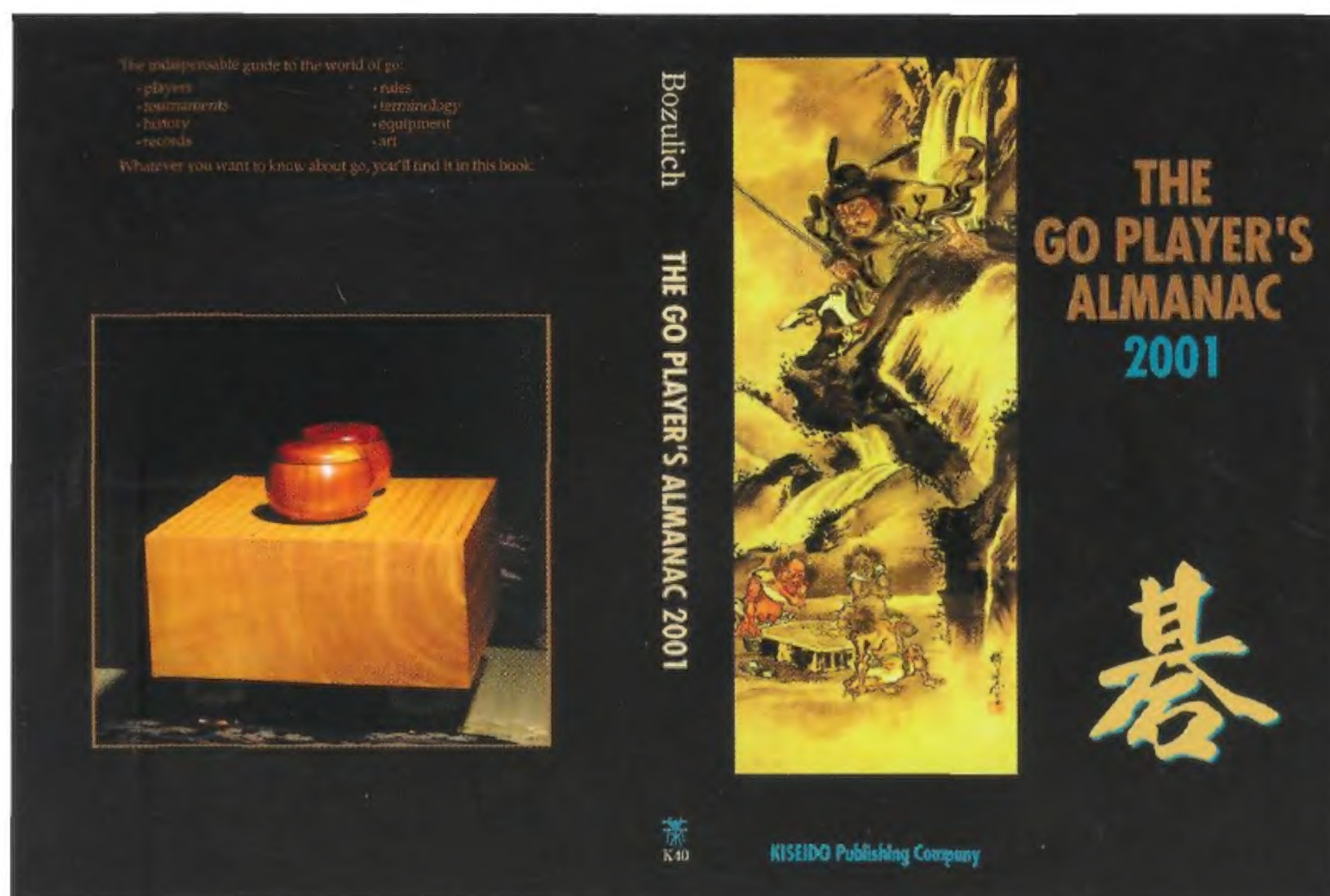
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